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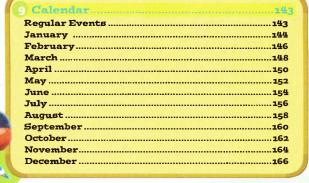




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Introduction

Thank you for purchasing Prima's Official Game Guide to *Animal Crossing:* New Leaf. Whether you're a series fan or an *Animal Crossing* newcomer, you're sure to find all sorts of useful tips and info within these packed pages!

What Is Animal Crossing?

Imagine yourself in a world filled with quirky friends and laid-back adventure. That's *Animal Crossing*: a fun-filled game that asks you to stop and smell the roses. You create your own special life: Dress yourself up, decorate your home, and interact with neighbors and nature in all sorts of cool ways. There's more to see and do than you could possibly imagine, and with the help of this guide, you won't miss a thing!

How to Use This Guide

Let's take a peek at the info you'll find in each chapter of this guide.

Chapter 1: Introduction

You're reading it now! This chapter introduces you to the game and guide to familiarize you with both.

Chapter 2: How to Play



There's a lot going on in the world of Animal Crossing, and this chapter covers the "everyday" aspects of gameplay. From menu navigation to interacting with neighbors, using tools and earning fast Bells, this chapter will have you playing like a pro in no time.

Chapter 3: Welcome to Town!



Getting stuck on your first day in town? Never fear! This chapter steers you through the game's opening moments, guiding you up to the point where the tutorials have ended and the real fun begins.

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Chapter 4: Mayoral Mirth



One of *New Leaf's* coolest new features is the ability to play as the town's mayor. Turn to this chapter to learn all about playing as the mayor, from earning your Town Development Permit to unlocking new public works projects.

Chapter 5: Shops and Such



When your Bells are burning holes in your pockets, flip to this chapter to discover all of the different places where you can spend them. Here you'll learn all about every store, and how to attract new businesses to your town. Other important destinations are also covered here, such as the train station, plaza, and town hall.

Chapter 6: Island Action



Tortimer has retired to a faraway tropical island, and it's not long before he sends you a personal invitation to visit him there. Check out this chapter when you arrive at the island to discover all of the fun and adventure that awaits you, including tour tips that will help you score plenty of valuable medals.

Chapter 7: Friendly Faces



Hundreds of quirky characters are waiting to meet you in *New Leaf*, and this chapter introduces you to each one. From pillars of the community like Tom Nook to special visitors like Jingle, every major character is covered here. You'll also find tables that tell you a little about each of the 300+ neighbors that might move into your town one day.





Chapter 8: Special Events



There are plenty of reasons to celebrate good times in Animal Crossing—not that you really need a reason! From small, happy gatherings like birthdays to more involved proceedings like the Harvest Festival, this chapter guides you through every special event that occurs throughout the year.

Chapter 9: Calendar



After reading all about New Leafs special events, you'll find this colorful monthly calendar. Just check this calendar each day, and you'll always know when happy occasions are ahead. The calendar also lists the insects, fish, and deep-sea catches that are available each month—refer to the "Museum Donations" chapter for more information on these wildlife creatures.

Chapter 10: Home Sweet Home



Upgrading, renovating, and decorating your home—it's important stuff! And this informative chapter helps you get the most out of your home's decor. Here you'll find useful info on every home upgrade and renovation, including the themes to which they belong. You'll also learn all about the Happy Home Academy (HHA) and discover how to earn fabulous HHA prizes!

Chapter 11: Furniture Showcase



Here come the catalogs! Beginning with this chapter, the rest of the guide is filled with images and info on practically everything you can find or buy in the game. This chapter focuses on furniture for your home, and begins by showcasing special furniture series, themes, and sets, which provide big bonuses from the HHA when you've assembled them in your home.

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Chapter 12: Clothing Catalog



If fashion is your favorite, then this is the chapter for you! Here you'll find a complete catalog of every garment and fashion accessory, beginning with special outfits and disguises. The "look" of each item is also provided to help you create your own unique outfits based around your favorite styles!

Chapter 13: Other Items



If the item you're after isn't a piece of furniture or clothing, then it's most likely listed here. This catalog includes miscellaneous items such as tools, stationary, flowers, fruit, seashells, gyroids, K.K. Slider tunes, and more.

Chapter 14: Museum Donations



This last catalog is a nature-lover's dream. Here you'll find images of every bug, fish, and deep-sea catch, with vital info that helps you track them all down. Your wildlife encyclopedia won't know what hit it!

TIP

Trying to locate a specific item in the catalogs? Turn to the guide's final pages for a helpful index!

Chapter 15: Item Index







How to Play

There's plenty to see and do in *Animal Crossing: New Leaf*, and this chapter teaches you all about the basics. From navigating maps and menus to chatting up neighbors, tool usage, and tips for becoming a Bell-ionaire, you'll learn all about everyday gameplay here.

Controls

Before we get to the good stuff, let's quickly review the game's controls. Most interactions are done by tapping the Touch Screen with the stylus, but you can also use the following button commands.

Button Commands

| _ ===================================== | | | |
|---|---|--|--|
| BUTTON | ACTION | | |
| A | Menu advance/confirm; use current item; open door; interact | | |
| B | Run; menu cancel | | |
| × | View pockets menu (inventory) | | |
| • | Pick up items | | |
| 4 | Change view; menu navigation | | |
| L + R | Take screenshot | | |

Map and Menus

The Touch Screen shows a handy map of your current area, and is also used to display menus whenever necessary. Here we review the most common Touch Screen maps and menus.

Town Map



Whenever you're running around town, the Touch Screen shows you the entire town map. This helps you quickly see your location, along with the locations of important town landmarks, such as the train station, the town hall, the plaza, and the homes of all townsfolk (including your home).



Tap any home or landmark on the town map to view its name. Tap the left side of the map screen to extend a sidebar list that lists all of the landmarks by name. Tap any name in the sidebar list to make its map icon blink. Now you can easily see where to go!

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Pockets Menu



Everything that you carry is stored within your pockets. You can hold up to 16 items in your pockets, not counting letters and Bells—these are stored in your mailbag and wallet, respectively. Tap any item in your pockets to view its name and call up a list of commands (eat, drop, plant, etc.). You can also use the Circle Pad to move a cursor around the pockets menu and view each item's name without selecting them. Press (a) while highlighting an item with the Circle Pad to view its command list.

TIP

Make space in your pockets by selling unwanted items to shops, or by storing items inside of objects in your locker or home, such as closets and wardrobes.

Reading Letters



Tap the letter icon in the top-left corner of the pockets menu to open your mailbag. Here you may review all of the letters you're carrying—just tap one to read it. You can carry up to 10 letters in your mailbag, and many more can be stored at the post office on Main Street. See the "Shops and Such" chapter for details!

MOTE

Some letters contain presents, which are shown by a small gift icon. Tap these letters, then choose "present" from the command list—the present will then be moved from your mailbag to your pockets. Tap the present in the pockets menu to open it and see what you got!

Changing Clothes

The pockets menu is also used to change your clothing and equipment. Simply tap and drag any item onto the dummy in the center of the screen to put it on (if possible). Alternatively, you may select a clothing item or tool and then choose "wear" or "equip" from the item's command list. If you wish to take something off, simply tap the dummy and then choose one of the "remove" or "put away" options (remove socks, put away shovel, etc.).

Bell Wallet

Bells are the main form of currency in *Animal Crossing*. Up to 99,999 Bells can be kept and carried in your wallet—your current stash is shown in the upper-right corner of the pockets menu. If you happen across more Bells than your wallet can support, they'll be placed in a Bell bag in your pockets. It's therefore possible to carry around many more Bells than the 99,999 wallet limit.



Tap your wallet to call up a list of options that let you move Bells from your wallet to your pockets. This is handy if you wish to give some of your Bells to another player, for example.



You can also use the ABD machine at the post office to store excess Bells in a savings account. This is wise, because each month you'll earn a little interest on the Bells you've saved!

Design Menu



The design menu lets you stir your creative juices and design your own fabulous patterns. An impressive array of tools and color options lets you create practically any design you can dream up. Once you've created a basic design, zoom in and use the grid overlay for fine-tuning and detail work.

Setting Designs



You can save up to 10 designs in your design menu. Once saved, a design can be used at anytime. You may wear your designs as clothing, set them as your town flag (if you're the mayor), or spread them on walls and floors inside your home. You can even spread your designs outdoors to make roads or sidewalks!

Pro Designs



Pro designs let you add more depth and detail to designs you intend to wear as clothing. With pro designs, you can make unique patterns for the front, back, and sleeves of a shirt. These special designs can only be crafted at the Able Sisters' shop on Main Street. See the "Shops and Such" chapter for details!

Encyclopedia



Every critter you catch while exploring the great outdoors is recorded in your encyclopedia. Here you may review your best specimens in three distinct categories: insects (anything you catch with a net), fish (anything you catch with a fishing rod), and deep-sea catches (anything you discover while diving with a wet suit). Information for each catch is shown here, including the season in which the specimen appears, the time of day it appears (if applicable), the specimen's location

(if applicable), and the largest size of the specimen you've caught so far.

Player Menu



This final menu displays your Town Pass
Card (TPC). This important document shows
information pertaining to your character, such
as your name, hometown, and the birthday you
set during the opening moments of the game.
You can also give yourself a special catchphrase
and a portrait photo, but you'll need to visit the
photo booth on Main Street for the latter. Lastly,
once you unlock the Dream Suite, your Dream
Address will appear here as well. See the
"Shops and Such" chapter for more info.

Badges



Tap the orange button below your TPC portrait to call up your list of badges. These special awards are bestowed to you by Phineas whenever you accomplish a worthy milestone. There are bronze, silver, and gold badges to earn in each of the 24 badge categories. See Phineas's section in the "Friendly Faces" chapter for details!

Saving Your Game

Saving your game is important. If you forget to save, all of your hard work and achievements will be lost! To save your game, press either the Start or Select button, then choose to either "Save and Continue" (if you wish to keep playing), or "Save and Quit" (if you're done playing for now). After a brief moment, all of your progress will be saved.

NOTE

You're unable to save during the game's opening moments. After you make a bit of progress, you'll unlock the ability to save whenever you like.

Animal Crossing runs in real-time, so time passes in the game even when you aren't playing. See following "Time of Day" section for more information.



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Animal Crossing

Loading a Game



Whenever you turn on Animal Crossing and load your game, Isabelle will greet you and help get you set up. Before entering town, you can ask Isabelle to change the current time and date, or to perform other tasks, such as demolishing your home, or even your entire town!

MOTE

Only the mayor player can demolish the town. Other players may choose to demolish only their own homes.



Be aware that changing the time and date can have dramatic effects on your game. For example, if you fast-forward too far, you may find that many of your neighbors have moved away because so much time will have passed and you weren't there to convince them to stay. Think twice before messing with these powerful settings!

MOITHAS

Demolishing your home will undo any home upgrades or renovations you've purchased—you'll be back to living out of a tent, and all of your belongings will be lost. Demolishing the town will wipe out the whole neighborhood, forcing you to start from scratch! These options can't be undone, so consider the consequences carefully.

Time of Day



Time keeps on ticking in *Animal Crossing*. Even when you aren't playing and your 3DS is turned off, the game magically keeps working—townsfolk go about their lives as if the game were always running. Be sure to check in every once in a while, or you'll miss out on all sorts of things!



Depending on the time of day, you might find that your neighbors out and about, or resting comfortably in their homes. Most shops only operate at certain hours, too, so you might find stores locked up tight during the wee hours of the night. Still, there's always something to do in *Animal Crossing*, no matter what time

of day it is. In fact, some things will occur only during certain times of day—for example. insects such as fireflies only appear at night.

Seasons



In Animal Crossina, the date you set is just as influential as the time of day. Depending on the current date, you might find a winter wonderland of snow on the ground, or a blazing hot summer sun in the sky.



Special events will occur on certain days, too: from New Year's Day to Halloween. you'll find the whole town celebrating seasonal proceedings, just like people do in real life. Seasons also affect things like the appearance of insects

and deep-sea catches—check the "Calendar" chapter to quickly see what's happening in the days ahead!







Being Neighborly



Your friendly neighbors play a big role in your life in Animal Crossina, and it's important to know how to act around your fellow townsfolk. Let's learn how to please your neighbors and become a true friend

Chatting with Neighbors



Be sure to talk to your neighbors whenever they're out and about—you never know what they might tell you! Chatting with neighbors is a great way to receive helpful tips about living life in Animal Crossing. Your neighbors might even drop hints about upcoming events, or special visitors that are currently visiting

your town. Neighbors may also tell you a little about themselves, and it pays to listenyou never know when such info might come in handy!







Hanging Out



Occasionally, a neighbor might ask you to come and check out their place, or if they can come over and hang out with you in your home. This may seem a little forward, and it's OK to say no. But spending time with your neighbors is a great way to build friendships!



When visiting a neighbor's home, take note of their furniture and decor. Many neighbors decorate their homes with furniture from a series or theme, and this can give you ideas on how to spruce up your own home.



When your neighbors visit your place, they'll often give you advice on how to make your home seem more "lived-in." These decorating tips can help you score big points with Lyle and the Happy Home Academy, so pay attention to their constructive criticism!

Lending a Hand



Many times, your neighbors will ask you to help them out in some special fashion. It could be as simple as finding them a tasty treat to eat, or it might be something more involved, like delivering a gift to another neighbor.



Whenever a neighbor asks a favor of you, always try to help them out. You're sure to make them happy, and you'll often receive a thank-you gift in return!

Always return to speak with neighbors after you've completed a chore for them. More often than not, they'll reward you with a special gift!



Using Tools



Tools are useful items that you can equip and use while exploring the outdoors. There are many different types of tools, and they each have a special purpose. Timmy and Tommy sell tools at their shop on Main Street, and their selection changes daily. Be sure to buy one of each!

TIP

While carrying tools, you can quickly equip them without opening the pockets menu—just press to r to cycle through your tools. Press to quickly unequip the current tool and free your hands.

Watering Can



The watering can is a simple tool that ensures that your town's flowers will flourish. Equip it and then press (a) while standing near flowers to give them a drink. The flowers will drip a bit, then begin to sparkle, indicating that they've been properly watered. Try to water your flowers regularly—they'll quickly wilt without it!

TIP

Worn out with watering flowers? Make your neighbors do it! Mayor players can enact a town beautification ordinance that asks townsfolk to pitch in and keep the town looking top-notch. See the "Mayoral Mirth" chapter for details.

MOTE

Only flowers need to be watered regularly.

No other plant life requires watering.

SPECIAL WATERING CANS

- Silver Can: Purchase 50 or more flower seeds from Leif at the gardening store on Main Street, and Leif will reward you with the silver watering can. You won't need to water flowers as often when you use this special can. See the "Shops and Such" chapter to learn how to unlock the gardening store.
- Golden Can: Maintain an excellent town environment for 15 consecutive days, and Isabelle will reward you with a golden watering can. This is glimmering can has a chance to grow prized golden roses if you water wilted black roses with it. See the "Mayoral Mirth" chapter for details on achieving and maintaining an excellent town environment.

Shovel



The shovel is a multipurpose tool that will pay for itself just moments after you pick one up. Equip a shovel, then press (a) to dig wherever you see a star-shaped crack on the ground.



You're certain to dig up something valuable, such as a fossil or a mysterious gyroid. Both are valuable and can be sold for easy Bells.

TIP

Be sure to have your fossils identified by Blathers at the Main Street museum. Fossils that have been identified are worth more Bells, or you might choose to donate your fossils to the museum and make Blathers's day.



The shovel is also used to plant items. Try digging a hole and planting a piece of fruit. If you picked a good spot, a fruit tree will grow! Plant even more fruit to grow a whole orchard!

NOTE

You don't need a shovel to plant storebought saplings and the like. Just select them in the pockets menu and choose the "plant" option from the command list.



After you've chopped down a tree with an axe, use a shovel to rip out the remaining stump. Stumps will just sit there until you dig them out with a shovel. You also need a shovel to dig up shrubs that you wish to be rid of.



Though rocks can't be dug up with a shovel, it's worth giving them a whack with it. Most of the time, nothing will happen—but if you're lucky, the rock will shift or shatter and expose something valuable, like a few Bells or some precious ore.

NOTE

Most ore should simply be sold at stores, but rare gold nuggets can be used by Cyrus at Re-Tail to fashion glorious gold furniture! See the "Shops and Such" chapter for details.

SPECIAL SHOVELS

- Silver Shovel: Donate enough specimens to the museum on Main Street to unlock the second-floor expansion as a public work project. Complete the project, then visit the museum's second-floor shop daily to see if a silver shovel might be for sale. The silver shovel gives you a 10 percent greater chance of finding Bells when you smack rocks with a shovel.
- Golden Shovel: Purchase 50 bags of fertilizer from Leif at the gardening store, and he will reward you with a golden shovel. This super shovel lets you grow trees that sprout bags of Bells simply by planting Bells in the ground. See the "Shops and Such" chapter to learn how to unlock the gardening store.

Fishing Rod



The fishing rod is a useful tool that lets you catch fish in ponds, rivers, and the sea. Whenever you see a fish's shadow, equip the fishing rod, stand near the water and press (a) to cast your line. Try to drop the hook right in front of the fish's view, or else it won't take the bait. If your aim was off, press (a) to reel in the line and try again.

MOITHAS

Don't run near water sources, or you'll scare away the fish!



Once you've attracted a fish, wait and watch as it swims toward the hook. Most fish will take a few nibbles before fully committing to a bite. Watch carefully, and press (A) the moment you see the bobber plunk underwater. You'll reel in a worthy catch if you're quick!

NOTE

Different types of fish are found in different water sources. Ponds, rivers, and the briny blue sea are the three different water sources where fish can be found.



Once you've caught a fish, choose to either sell it for Bells, or donate it to the local museum. You may also simply release fish and free up room in your pockets if you're standing close to a water source.

SPECIAL FISHING RODS

- Silver Rod: Donate enough specimens to the museum on Main Street to unlock the second floor expansion as a public work project. Complete the project, then visit the museum's second-floor shop daily to see if a silver fishing rod might be for sale. The silver rod's lure is more attractive to fish, making them easier to catch.
- Golden Rod: Complete your fish collection by catching one of every type of fish, then show your encyclopedia to Chip during the Fishing Tourney event. Chip will be so impressed that he'll reward you with this ultimate rod, which is a real fish magnet!

Net



The net is used to catch insects you see as you explore outdoors. Such bugs can be found fluttering in the air, hopping or crawling along the ground, clinging to trees, perched atop flowers, or even hidden under rocks (whack 'em with a shovel to expose the bug).

And of course, certain bugs appear only at certain times of day, or during particular seasons of the year.



Some insects are easy to catch—butterflies rank amona the easiest. Other insects are more challenging and require patience and stealth—hold (A) to creep up on bugs you see on trees or flowers, then release (A) to quickly bring down the net when you're in range.

SPECIAL NETS

- Silver Net: Donate enough specimens to the museum on Main Street to unlock the second-floor expansion as a public work project. Complete the project, then visit the museum's second-floor shop daily to see if a silver net might be for sale. The silver net is bigger than the standard version, and makes it a little easier to catch big bugs.
- Golden Net: Finish your insect collection by catching one of every type of bug, then show your encyclopedia to Nat during the Bug-Off event. Nat will be blown away by your incredible bug book, and will reward you with this ultimate net, which makes bug catching a breeze.



Axe



The axe is used for one thing: chopping down trees. Swing it to bring down any tree that's in your way. Felling trees can make town navigation easier, and is also useful when clearing out room for other plant life. It takes three good whacks to bring down a tree the first chop will shake the tree, potentially causing items to fall out (as might also happen when you stand before a tree and press (A) to shake it with nothing equipped).

MOITUAS

Unlike other tools, the axe is capable of breaking after lots of use. You may wish to pick up a spare.

TIP

Use a shovel to uproot tree trunks after felling trees.

SPECIAL AXES

- Silver Axe: Visit the tropical island often, and you might find a silver axe for sale in the island shop. This special axe never breaks.
- Golden Axe: Purchase 50 saplings from Leif at the gardening store, and Leif will reward you with a golden axe. This amazing axe never breaks, and also chops down trees faster than its peers. See the "Shops and Such" chapter to learn how to unlock the gardening store.

Slingshot



This tool's powerful pellets can only be shot directly up into the sky. Why, you ask? To pop balloons, of course! Whenever you see a balloon lazily drift by, ready the slingshot with (a) and then release (a) to fire a pellet up at the balloon as it passes overhead. Once it pops, the balloon's present will fall to the ground within easy reach. Open the present in the pockets menu and see what you've found!

NOTE

Many balloon presents contain pieces of the Balloon furniture series. Collect all 10 pieces to complete the series and deck out your home with bouncy, squeaky furniture! See the "Furniture Showcase" chapter for a complete listing of every furniture series, theme, set, and other furniture pieces.

SPECIAL SLINGSHOTS

- Silver Slingshot: Pop lots of balloons with the slingshot, and rare silver balloons will eventually drift by. Pop these special balloons for a chance to score the silver slingshot. This special tool fires two pellets instead of one.
- Golden Slingshot: After you pop plenty of balloons, rare golden balloons will occasionally appear. Shoot these down for a chance to score a golden slingshot, which fires three pellets at once. Future balloons won't stand a chance!

Megaphone



The megaphone is an interesting instrument used to broadcast your voice when searching for neighbors. Simply equip and ready the megaphone, then speak the name of a neighbor into your 3DS microphone. If the neighbor is nearby, they'll answer your call—follow their voice to find them!

Timer



The timer is a cool tool that lets you challenge yourself and other players in your town to catch as many insects, fish, and deep-sea critters as possible within a time limit. Simply open your pockets, select the timer, and then set a time to begin the countdown.



Once a timer has been set, a time limit appears on-screen, along with a counter of how many insects, fish, and deep-sea catches



you've claimed. Race to nab more bugs and aquatic life than your peers to finish in first place!



If you feel like spicing up the action, have each player wager a few Bells before starting the timer. Winner takes all!

Wet Suit



The wet suit is a special outfit that lets you swim in the sea. Without a wet suit, you can't go diving for deep-sea catches. Pick up a wet suit as soon as possible!



Wet suits are sold only at the tropical island. Advance to the point where Kapp'n appears at the town dock.

then set sail for the island and participate in tour games to earn medals. Once you've earned enough medals, purchase the wet suit from the island's shop.





Equip a wet suit just as you would any other tool or article of clothing—from within the pockets menu. Once you're wearing a wet suit, step to the edge of the beach and press (A) to start swimming. Keep tapping (A) to build up speed!



When you spot a shadowy object under the sea, swim close and then press 🕑 to dive. Continue to tap (A) to swim underwater and chase after the elusive shadow. Catch the shadow, and you'll swim to the surface with a deep-sea specimen in hand!

MOTE

You can hold your breath for only a few seconds, so get as close to your quarry as possible before pressing Y to dive.



Swimming in the sea is lots of fun, but beware of dangerous jellyfish. These nasty creatures

can appear quite suddenly and will sting you if you touch them. If you're ever stung by a jellyfish, rapidly press buttons to recover.

Earning Bells



No matter how you choose to spend your time in *Animal Crossing*, earning lots of Bells is something you'll want to do. Without plenty of Bells, it's tough to upgrade your home, organize public works projects (if you're the mayor), and generally make much progress through the game. Fortunately, Bells couldn't be easier to come by—if you know where to look!

Selling Stuff



Selling stuff is a great way to earn Bells—the best way, really! But selling stuff is easy—the real trick lies in knowing where to find stuff to sell. Let's explore the many ways in which you can acquire goods to sell for Bells.

Always sell items at Re-Tail—they'll buy your goods for a bit more than Timmy and Tommy will on Main Street. Re-Tail also pays top Bell for certain items each day be sure to check the sign out front!

Shake Trees



Shaking trees is an easy way to find stuff. Simply approach a tree and press (a) to give it a good shake (make sure you aren't holding any tools). If it's a fruit tree, the sweet treats will drop to the ground. Shaking other trees may produce a few loose Bells, or even a furniture item. How did that get up there, anyway?

AUTION

Bee-ware: you might knock down a beehive while shaking trees. These can be sold for Bells, too, but first you'll need to flee from those angry bees! Run inside the nearest building to escape, and buy medicine from Timmy and Tommy on Main Street to recover if you're stung.

Smack Rocks



Once you've purchased a shovel, whack every rock you see in the hopes of discovering loose Bells or precious ore. It's easy and fun!





Sell Fruit



Only one type of fruit grows naturally in your town, and these treats can be sold for a few Bells. It's possible to cultivate other, more valuable types of fruit trees, though—a quick trip to the tropical island is a great way to score some exotic fruit. Fruit that doesn't grow naturally in your town is worth a lot more than the town's trademark fruit, so use a shovel to plant lots of exotic fruit trees and reap the rewards!



Use a shovel to plant fertilizer next to fruit trees for a chance of growing a perfect fruit tree. Perfect fruit is delicious, and worth much more than the standard variety. You can buy fertilizer from Leif at the gardening store—see the "Shops and Such" chapter for details.



Who says money doesn't grow on trees? Try planting a few Bells with a golden shovel, and watch what develops!

Comb the Beach



Precious shells and coral wash up on the beach all the time. Some shells are worth quite a lot, so scour the beach each day to see what has washed ashore. See the "Other Items" chapter for a listing of every shell and their values.

Dig for Loot



Shovels aren't just meant to help you whack rocks and plant fruit trees—they also let you dig up all kinds of valuables. Whenever you spot a star-shaped crack on the ground, dig there to unearth a long-lost fossil, a gyroid, or who knows what else? Anything you dig up can be sold for Bells—just be sure to have Blathers identify your fossils at the museum before selling them (it increases their value).



Go Fish



Fishing up aquatic life from ponds, rivers, and the sea is a fantastic way to earn fast Bells. You can fish all day and never run out of things to catch, so make good use of your fishing rod and fill your pockets with slimy specimens.

Bug Out



Like fish, insects are always in plentiful supply. Run around town with a net in hand, ready to catch anything that flies, hops, or crawls.

NOTE

Some insects, fish, and deep-sea catches are worth more than others. See the "Museum Donations" chapter for handy charts that tell you where and when each specimen can be caught, along with all of their Bell values.



Help Thy Neighbor



Being a good neighbor has its perks.

Whenever you lend a neighbor a helping hand, they're likely to hand you a helpful item in return. Run errands for neighbors, then return to them to receive your thank-you gift. It's usually a piece of furniture or an article of clothing, both of which can be sold at Re-Tail for easy Bells.

Look for Shrooms



Mushrooms grow only during the month of November. Look for these special treats near the base of trees, then pluck them up and sell them for Bells. It's fun, quy!

NOTE

If you're really lucky, you might discover a piece of the Mush furniture series when you pluck up mushrooms. Collect all 10 pieces to complete the series!

TIP

Sometimes when you cut down a tree, you'll see a special mark on the rings of the leftover stump. These special stumps can grow mushrooms around them thorough the year, and are especially bountiful during the fall season!



Exploit Events



Seasonal events are happy affairs, and most offer you a chance to score lots of rare items. Check out the "Special Events" chapter for an in-depth look at every event, including tips for getting the most loot out of those events that offer it.

The Turnip Trade



The turnip trade is another good way of earning Bells. Joan visits your town every Sunday morning, ready to peddle her trademark turnips. These special root veggies can be bought only from Joan, and they can be sold only at Re-Tail.



The price of Joan's turnips changes each time she visits, and the amount of Bells that Re-Tail will buy them for changes twice a day each day thereafter (prices are set once in

the morning and again in the afternoon). Your mission: Buy low, sell high!

MOITUA

Joan's turnips will spoil after just one week, so be sure to sell them by the end of the day on Saturday. Even if you don't recover your losses, it's nice to at least get something out of the deal!

ABD Account Interest



Once you've accumulated plenty of Bells, be sure to visit the post office on Main Street and use the ABD machine to deposit your excess Bells into a savings account. There's rarely a need to carry so many Bells around with you, and you'll earn a bit of interest based on how many Bells you've kept in your savings account each month. You'll also earn special badges and unique prizes from the post office when you save up lots and lots of Bells!



25

Welcome to Town!

Your first day in *Animal Crossing: New Leaf* is quite eventful. To help get you started, this chapter guides you through the game's opening moments, from your train ride to town with Rover up to the point when your first home is finally built.

NOTE

This chapter assumes that you're starting the game as the mayor player (the first player to start the game). You may notice small differences if you're not playing as the mayor.

A Ride with Rover



When choosing to start a new game, you begin on a train that takes you to town. The only other passenger is a friendly cat named Rover, who quickly introduces himself.

Setting the Clock



If this is your first time playing, Rover asks you to verify the time and date—his watch isn't very reliable. We recommend setting the game to the current time and date—this gives you the ideal *Animal Crossing* experience!

Picking a Name



Next, Rover asks your name. Use the Touch Screen to type in any name you like. Be sure to pick a good one—you can't change your name without starting a new game!

MOITUA

Don't use any offensive language in your name, especially if you plan on exploring Animal Crossing's online features. You might find yourself in trouble with the powers that be!



After telling Rover your name, you have the option to say that it's either "cool" or "cute."





Choosing "cool" indicates that you wish to play a male character; selecting "cute" sets you up as female.

Naming Your Town



Next, Rover asks you where you're headed. This is the part where you get to name your town. Again, try to pick a good one, for there's no going back after you confirm your town's name with Rover.

MOLTHAS

No offensive town names, please! It's rude, and you might get into trouble if you go online.



After choosing a town name, Rover shows you a map of what he thinks must be your town. Take a gander and decide if you like the town's layout. Consider where the town's bridge is in relation to points of interest like the plaza, the town hall, and the Re-Tail recycle shop. You'll be visiting these places a lot (especially Re-Tail), so imagine what it will be like traveling between them. If you like the layout, tap the button on the right. If you'd rather see a different layout, tap the button on the left. Don't be afraid to examine a few different options!

Questions Three



Now that you've named your character and your town, Rover asks you a series of three questions. These questions seem innocent enough, but in fact, your answers will determine your character's starting appearance! Use the following table to determine how you'd like to look, then select those answers

NOTE

It's possible to change your clothing, hairstyle, and even your eye color later in the game, but facial features such as your nose and the shape of your eyes can't be altered.



Starting Appearances (Male)

Starting Appearances (Female)

| ANGWED 1 | ANGWED 2 | _ | BECULT | ANCWED 1 | ANGWED 2 | | DECUST |
|------------------------------|-------------------------|---------------------------------|--------|------------------------------|-------------------------|-------------------------------|--------|
| ANSWER 1 | ANSWER 2 | ANSWER 3 | RESULT | ANSWER 1 | ANDWEK Z | ANSWER 3 | RESULT |
| I've never been there. | I'm moving. | I'll get a place there. | | I've never been there. | l'm moving. | I'll get a place there. | |
| I've never been there. | I'm moving. | I'm sure I'll be fine. | | I've never been there. | I'm moving. | I'm sure I'll be fine. | |
| I've never been there. | Can't say! | You guessed it! | | I've never been there. | Can't say! | You guessed if! | |
| I've never been there. | Can't say! | How'd you know? | | I've never been there. | Can't say! | How'd you know? | |
| I don't remember. | I'm moving. | Yes, probably. | | I don't remember. | I'm moving. | Yes, probably. | |
| I don't remember. | I'm moving. | No, that's not it at all. | | I don't remember. | l'm moving. | No, that's not it at all. | |
| I don't remember. | I don't know. | Yeah, I think I will. | | I don't remember. | I don't know. | Yeah, I think I will. | |
| I don't remember. | l don't know. | I'll let fate decide | | I don't remember. | l don't know. | I'll let fate decide | |
| It's a secret! | Duh, it's a SECRET! | You got it! | | It's a secret! | Duh, it's a SECRET! | You got it! | |
| It's a secret! | Duh, it's a SECRET! | Pretty sharp. | | It's a secret! | Duh, it's a SECRET! | Pretty sharp. | |
| It's a secret! | I'm moving there. | Yup! Wocka wocka! | | It's a secret! | I'm moving there. | Yup! Wocka wocka! | |
| It's a secret! | I'm moving there. | No, I'm serious, yo. | | It's a secret! | I'm moving there. | No, I'm serious, yo. | |



To Town Hall



Stepping off the train and exiting the station, you find yourself surrounded by friendly faces. Everyone in town has gathered to welcome their new mayor! (That's you!)



One of the townsfolk hands you a map of town and asks you to follow her over to the town hall. It looks like you'll be diving right into the action here!

MOTE

If you aren't playing as the mayor, then Porter hands you the town map when you step off the train instead, and tells you to visit the town hall.



Feel free to speak to the townsfolk if you like, then hurry over to the town hall.

Use your map to guide you. Simply tap the map icons until you discover the town hall, then mosey over there. (It's the big building with the flag and clock out front.)



Enter the town hall; your companion will introduce herself. Her name is Isabelle, and she'll be acting as your personal secretary. Cool!

Resident Registration



First thing's first: you need to fill out some paperwork to register yourself as a town resident. But before you can fill out the form, you need an address. And for that, you need to find a place to live! Isabelle therefore puts the paperwork on hold and refers you to Nook's Homes on Main Street. That's your next stop!



A Talk with Tom Nook



Leave the town hall and head north, crossing the train tracks to reach Main Street. Take a stroll around the strip if you like, then enter Nook's Homes, on the left.



A friendly raccoon named Tom Nook greets you inside the shop, and says that Isabelle told him to expect you. Tell Tom you're ready to pick out a plot for your home, and he'll follow you back to town.

Picking Your Plot



Lead Tom to the spot where you'd like your home to be built, then speak with him to confirm your decision. Mr. Nook will survey the area to ensure that your home can be built there.



If everything checks out, Tom will show you an example of what your new home will look like. If you're satisfied with his plans, Mr. Nook will fence off a small plot for your home. All right!







It will take Tom a full day to construct your home, and there are expenses to be considered, of course. The good raccoon tells you to come see him later for the bill, and sets you up with a tent in the meantime. Well, it's not much, but at least you've got a place to stay!



Let's Make It Official



Now that you've got an address, you can complete your town residency form. Return to town hall and speak with Isabelle, who asks you to tell her your birthday. Give Isabelle this final piece of info and your town registration form will at last be complete!



After completing your registration, Isabelle hands you an important document called the Town Pass Card (TPC). This card is carried by you at all times and serves as your primary form of identification. It's a must-have if you plan on visiting other towns!

The Big Ceremony



With your registration complete, all that's left is to celebrate the arrival of your town's new mayor—you! Isabelle whisks you away to the town plaza, where all the townsfolk have gathered. She asks you to plant a sapling in commemoration of this joyous day.



Congratulations, mayor! You're now free to do as you please. Isabelle returns to the town hall and invites you to visit her for advice whenever you like. Sounds like a good idea!



NOTE

At this point, your game is saved. You're also able to save at any time now by pressing either Start or Select to call up the save menu. Fabulous!



Isabelle's Tips



Though you're free to do what you please at this point, it's wise to visit Isabelle at the town hall for a few basic tutorials. We're happy to quide you through this part, so let's get to it!

Meet Your Neighbors



First, Isabelle suggests that you introduce yourself to each of your neighbors in town. You may have already done so by this point, but in case you haven't, make a quick run around town and say hi to everyone.

TIP Isabelle will tell you which neighbors you haven't met yet—just ask her!



NOTE



Run to each neighbor's house. If you see lights on and smoke coming from the chimney, that means they're inside. Pop in and say hello!

TIP

Use the map to find each neighbor's house, and read the signs out front to see whose home you've arrived at.

MOTE



If there's no lights on or smoke coming from a neighbor's chimney, then they're out and about. Search around for them!

Mail a Letter



After you've introduced yourself to every neighbor, Isabelle recommends that you try



writing a letter. She even gives you some stationary to use!



Go ahead and try writing a letter. It's easy! Just open your pockets with (X), select the stationary that Isabelle gave you, and then choose "Write a Letter" from the command list. Choose the name of the recipient and then type out your message. Don't worry, you can always make changes or start over again.

MOTE

If you wish to include a gift, simply open your mailbag by tapping the letter icon in the pockets menu, then drag any item onto the letter you've written.



When you're happy with your letter, head up to Main Street and enter the post office, which is right next to Nook's Homes. Speak with Pelly at the counter, and she'll mail your letter for you, free of charge.



Shell Seeker



Now that you've mastered the art of sending mail, Isabelle's next tip involves visiting the beach to collect seashells. Isabelle just loves seashells and hopes that you'll bring one back for her.



Look at your map and notice two slopes leading down to the beach. Use either one to reach the sandy shore, then press (Y) to pick up every shell you see.



Stuff your pockets full of seashells, then return to town hall and hand one to Isabelle. Thrilled that you remembered to bring her a seashell, Isabelle gives you some fruit in return. The fruit that Isabelle hands you is different than the type that grows locally in town, making it very valuable

TIP

After giving a seashell to Isabelle, head to Re-Tail and sell the rest of the seashells you're carrying. You can select multiple items to sell at once. Now you've got some room in your pockets and a few Bells to play with!

Fun with Tools



After handing you her favorite fruit, Isabelle hints that you should purchase a shovel from Timmy and Tommy's shop on Main Street. Hurry over there without delay!



Timmy and Tommy run a ramshackle shop called Nookling Junction. Head inside and see what's for sale



If you're lucky, the shop will have a shovel in stock. It's a steal at just 500 Bells, so don't think twice—buy it!

LOTE

Don't worry if there's no shovel in stock— Isabelle will loan you one.



Now that you've got a shovel, return to Isabelle to learn how to use it. She instructs you to dig a hole, open your pockets, and then choose to bury the fruit that she gave you. This is how you grow your very own fruit trees!



Head outside and pick a good spot to plant Isabelle's fruit. Make sure to give your tree a little room to grow. Don't plant it in the shadows of other trees or buildings, and make sure it isn't too close to a river or cliff.

Dig It



Return to Isabelle after planting your fruit trees, and she'll offer you more advice on the use of shovels. She tells you to dig at star-shaped



cracks in the ground---if you're lucky, you'll dig up a long-lost fossil!



Hurry back outside and look for those special star-shaped cracks on the ground. Dig at these spots until you discover a fossil. Awesome!



Now that you've found a fossil, head up to Main Street and visit the museum, located on the right end of the street. Head inside to speak with the museum's curator, a wise old owl named Blathers.



Blathers will gladly assess your fossil, free of charge. He'll then ask if you'd care to donate it to the museum's fossil exhibit. Feel free to donate the fossil if you wish, or bring it back to Re-Tail and sell it for Bells if you so desire. Either option is totally fine!

rip

We recommend selling your fossil. Bells are a bit more valuable than museum donations at this point.

Catching Critters



After selling or donating your fossil, return to Isabelle for your next piece of advice. She informs you that the locals here make a lot of Bells by fishing and catching bugs around town and then selling them to shops. Tell Isabelle you'd like to either fish or catch bugs (it doesn't matter which), and she'll ask you to catch three specimens for her.



Visit Timmy and Tommy's shop to purchase either a fishing rod or a net (if they have one in stock), then set off to catch your specimens. If you're after fish, you'll find them swimming in rivers, ponds, and the sea. Bugs can be found all over the place, fluttering through the air or hopping along the ground.

Again, Isabelle will loan you a fishing rod or net if Timmy and Tommy don't offer one this day.



Catch three specimens for Isabelle, then return to town hall. Show Isabelle your encyclopedia as proof of your deeds, and she'll offer you a little more advice on fishing or bug catching.

That's It for Tips



Nice work, you've finished all of Isabelle's tutorials! The friendly secretary hands you a watering can as a reward for all you've learned today. Now you can water the flowers in town to keep them looking lovely!

See the previous "How to Play" chapter for more info on the use of tools and other everyday activities.





Home at Last



You're completed Isabelle's tutorials, but you're still stuck in that stuffy little tent. Let's get you set up with a proper home before we wrap up this chapter.



Visit Nook's Homes on Main Street to speak with Tom Nook again. The friendly raccoon tells you that it'll take a hefty down payment of 10,000 Bells to begin work on your home. What a skunk!



10,000 Bells sounds like a lot, but it's actually quite easy to earn that kind of money. In fact, Isabelle has already given you all the tips you need to start earning lots of Bells. Spend time collecting fruit and seashells, or put your newfound tools to use and dig up fossils, catch fish, or net some bugs. All of these can

be sold for healthy Bells at Re-Tail. You'll have 10,000 Bells in no time!



After you've hit your Bell goal, return to Nook's Homes and speak with Tom Nook. He's thrilled to relieve you of your Bells, and begins preparations to build your home right away by asking you what color you'd like your roof to be. After this small detail is decided, your home is ready to be built. Tom also informs you that he can update the exterior of your home in many different ways, and invites you to return to his shop anytime.



Congratulations, your new home is set to be built! It'll take Tom a full day to complete the work, so you'll be ready to move in tomorrow. We bet you can hardly wait!



Mayoral Mirth

Now that you've acquainted yourself with your fellow townsfolk, it's time to go about your mayoral duties. This chapter covers all aspects of being the mayor, from earning your development permit to enacting town ordinances and organizing public works projects.

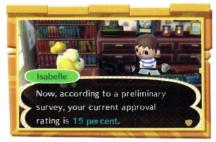
NOTE

This chapter only applies to mayor players. Other players won't find much of interest here.

The Development Permit



Before you can do much as mayor, you need to earn your town-development permit. This important permit will only be issued to you after you've earned a 100 percent approval rating from the local citizens.



Earning a 100 percent approval rating takes a bit of effort. To discover your current approval rating, take a seat in the big chair behind the town hall's service counter. This is the mayor's chair, and Isabelle offers to tell you your current approval rating when you sit here.



Isabelle can also give you tips on how to boost your approval rating. Pay close attention to her advice—or simply take a gander at this helpful list:

- Design a new town flag (ask Isabelle for help).
- Compose a new town theme song (ask Isabelle for help).
- Water flowers around town.
- Pull weeds around town.
- Write messages on the bulletin board.
- Donate fossils, fish, and bugs to the museum.
- Sell items at Re-Tail.
- Fish up garbage from ponds, rivers, and the sea, and then recycle it at Re-Tail.
- Mingle with the citizens (talk to them, send them letters, help them out, give them gifts, etc.).





It takes time to earn your development permit because your citizen satisfaction rating peaks each day. Keep checking in with Isabelle, and when you notice that your rating isn't improving, feel free to quit working toward this goal and simply enjoy the rest of your day.



When you've at last attained a 100 percent approval rating, Isabelle informs you that she'll submit your application for the town-development permit right away. It'll take a day or two before you receive your permit, but the hard part is over!

NOTE

You'll never lose your development permit once you've earned it.



Ordinances



As mayor, you have two primary means of influencing the growth of your town. The first is ordinances. By enacting ordinances, you can change the way that your town is run.

There are four ordinances to choose from, each with its own effect. Let's review your options:

Keep Town Beautiful: Flowers will live forever, weeds will rarely grow, and you'll never see garbage accumulate or cockroaches running around.

Early Bird: Citizens will wake up early and shops will operate at earlier hours. This is great for those who have more time to play in the mornings!

Night Owl: Shops will stay open late, and citizens will socialize until the wee hours of the night. Perfect for night-owl gamers!

Wealthy: Promotes a rock-solid town economy. Anything you sell will earn you even more Bells than usual!



Simply tell Isabelle which ordinance you'd like to enact, and then pay the 20,000 Bell fee to make it official. The new ordinance will go into effect the very next day. It's an efficient process!

Public Works



The second way to exercise your mayoral power is by starting public works projects. These special projects add new buildings and features to your town, but most are quite expensive. Still, there's no better way of improving your town than by adding public works!

Starting a New Project



To begin a public works project, sit in the mayor's chair and ask Isabelle to show you the current list of requests that the local citizens have made. Each item on Isabelle's list is something that a citizen has suggested to her.

NOTE

There's no charge to begin a public works project, but only one project can be active at a time. Speak to Isabelle if you wish to cancel a project and begin a new one.

TIP

We recommend starting with bridges. They make running around town much easier!



After you've picked out a project, the next step is to select a spot for the public work to be built. Isabelle follows you out of the town hall—guide her to the spot where you'd like to build.



If the location you choose is suitable, Isabelle will show you a sample of what the project will look like when it's complete. Confirm your decision, then the project will begin!

NOTE

Some public works projects must be built in certain locations. You don't need to lead Isabelle to a particular site for these.



After you've chosen a spot, Isabelle will rope off the area, and the town's helpful gyroid,





Lloid, will stand watch. It costs lots of Bells to construct public works projects, but Lloid will accept donations from anyone—not just you.



That's right: townsfolk will slowly donate to public works projects. Check with Lloid each day to see how many Bells have been donated so far. It takes a long time for your neighbors to donate the full amount, however, so you might want to speed things up by chipping in a few Bells. Just talk to Lloid and he'll gladly accept your donation.



When the donation limit is met, the public work will at last be constructed. It takes one full day for the project to be completed.



After completing a public work, visit Isabelle again at the town hall to begin a new project. Isabelle will also ask if you'd like to participate

in a quick ceremony to celebrate the completion of the previous project.



It means a lot to the locals to see their mayor participate in these happy and momentous events, so try to make an appearance at each one!

Public Works



At first, only a few, relatively minor public works projects are available. As your town grows, neighbors and other citizens will periodically approach you with new ideas for public works. These ideas are then added to Isabelle's list and can be started at any time.

The following table lists all of the public works project in the game, along with their costs, and the requirements for unlocking them (if applicable).

MOTE

In the following table, "neighbor approach conversation" indicates a random conversation with a neighbor, in which the neighbor approaches you with something important to say regarding a new public work. There's no way for you to trigger these conversations; they occur entirely at random.

Public Works-Major

| Public Works—Major | | | | | |
|---|-------------|---|--|--|--|
| NAME | COST (X100) | UNLOCK REQUIREMENTS | | | |
| Reset Center | 3,680 | Speak with Mr. Resetti, who appears after you quit the game without saving. | | | |
| Police Station: Classic and Modern | 2,640 | Neighbor approach conversation. | | | |
| Museum Renovation | 1,980 | Over 20 items have been donated to the museum. At least 1 item has been donated to the insect, fish, deep-sea, fossil, and art collection categories (there is no empty exhibition wingl. You've spoken to Blathers at least once on 14 different days (donation/fossil identification is not required). If the above conditions are fulfilled, Blathers will suggest this public work project to the mayor player. | | | |
| Café | 2,980 | Over 40 items have been donated to the museum. At least 7 days have passed since the museum's 2F public work was opened. Enter the museum after fulfilling all these conditions, and Blathers will suggest this public work to the mayor player. | | | |
| Town-Hall Renovation | 4,980 | If the town environment becomes fantastic, you can renovate the town hall as reward. Speak with Isabelle at the town hall for tips on how to improve your town's environment. | | | |
| Station Reconstruction (four types) | 4,980 | More than 100 players in total have visited your town. If the above conditions are fulfilled, Porter will suggest this public work project to the mayor player. | | | |
| Fortune-Teller's Shop | 3,400 | Katrina comes to the mayor player for consultation after you've had your fortune told 20 times or more in her tent at the plaza. | | | |
| Dream Suite | 2,340 | You've completed at least one public work project. At least 1 week has passed since public works have been unlocked. You've accessed the game's online/internet features at least once while playing. If the above conditions are fulfilled, Isabelle will suggest this public work project to the mayor player. | | | |

Public Works-Minor

| NAME | COST (X100) | UNLOCK REQUIREMENTS |
|--------------------|-------------|---------------------------------|
| NAME | COST (XTOO) | |
| Name | Cost (×100) | Unlock Requirements |
| Cobblestone bridge | 1,280 | Available from the beginning. |
| Suspension bridge | 1,280 | Available from the beginning. |
| Brick bridge | 2,240 | Neighbor approach conversation. |
| Modern bridge | 2,240 | Neighbor approach conversation. |
| Wooden bridge | 2,980 | Neighbor approach conversation. |
| Fairy-tale bridge | 2,980 | Neighbor approach conversation. |
| Yellow bench | 300 | Available from the beginning. |
| Blue bench | 425 | Neighbor approach conversation. |
| Wood bench | 425 | Neighbor approach conversation. |
| Metal bench | 425 | Neighbor approach conversation. |
| Log bench | 380 | Neighbor approach conversation. |
| Modern bench | 528 | Neighbor approach conversation. |
| Fairy-tale bench | 528 | Neighbor approach conversation. |
| Zen bench | 528 | Neighbor approach conversation. |





Public Works-Minor, continued

| Public Works–Minor, continued | | | | | |
|-------------------------------|-------------|---------------------------------|--|--|--|
| NAME | COST (X100) | UNLOCK REQUIREMENTS | | | |
| Flower bed | 264 | Neighbor approach conversation. | | | |
| Drinking fountain | 398 | Neighbor approach conversation. | | | |
| Instrument shelter | 420 | Neighbor approach conversation. | | | |
| Sandbox | 360 | Neighbor approach conversation. | | | |
| Garbage can | 530 | Neighbor approach conversation. | | | |
| Pile of pipes | 798 | Neighbor approach conversation. | | | |
| Water well | 1,480 | Available from the beginning. | | | |
| Fountain | 998 | Available from the beginning. | | | |
| Tire toy | 498 | Neighbor approach conversation. | | | |
| Jungle gym | 698 | Neighbor approach conversation. | | | |
| Park clock | 420 | Available from the beginning. | | | |
| Modern clock | 780 | Neighbor approach conversation. | | | |
| Fairy-tale clock | 780 | Neighbor approach conversation. | | | |
| Zen clock | 780 | Neighbor approach conversation. | | | |
| Street lamp | 398 | Available from the beginning. | | | |
| Round streetlight | 398 | Neighbor approach conversation. | | | |
| Streetlight | 428 | Neighbor approach conversation. | | | |
| Modern streetlight | 640 | Neighbor approach conversation. | | | |
| Fairy-tale streetlight | 640 | Neighbor approach conversation. | | | |
| Zen streetlight | 640 | Neighbor approach conversation. | | | |
| Balloon arch | 860 | Neighbor approach conversation. | | | |
| Flower arch | 870 | Neighbor approach conversation. | | | |
| Campsite | 598 | Available from the beginning. | | | |
| Picnic blanket | 398 | Neighbor approach conversation. | | | |
| Hammock | 320 | Neighbor approach conversation. | | | |
| Fire pit | 460 | Neighbor approach conversation. | | | |
| Camping cot | 320 | Neighbor approach conversation. | | | |
| Outdoor chair | 234 | Neighbor approach conversation. | | | |
| Torch | 298 | Neighbor approach conversation. | | | |
| Zen garden | 1,480 | Neighbor approach conversation. | | | |
| Hot spring | 980 | Neighbor approach conversation. | | | |
| Geyser | 980 | Neighbor approach conversation. | | | |
| Statue fountain | 880 | Neighbor approach conversation. | | | |
| Stone tablet | 398 | Neighbor approach conversation. | | | |
| Water pump | 420 | Neighbor approach conversation. | | | |
| Wisteria trellis | 1,240 | Neighbor approach conversation. | | | |
| Bell | 860 | Neighbor approach conversation. | | | |
| Zen bell | 860 | Neighbor approach conversation. | | | |
| Scarecrow | 224 | Neighbor approach conversation. | | | |
| Rack of rice | 174 | Neighbor approach conversation. | | | |
| Fence | 498 | Available from the beginning. | | | |
| Bus stop | 1,360 | Neighbor approach conversation. | | | |
| Fire hydrant | 326 | Available from the beginning. | | | |

Public Works-Minor, continued

| | | or, continued |
|---|-------------|--|
| NAME | COST (X100) | UNLOCK REQUIREMENTS |
| Traffic signal | 820 | Neighbor approach conversation. |
| Custom-design sign | 400 | Available from the beginning. |
| Face-cutout standee | 500 | Available from the beginning. |
| Caution sign | 435 | Neighbor approach conversation. |
| Do-not-enter sign | 435 | Available from the beginning. |
| Yield sign | 435 | Neighbor approach conversation. |
| Cube sculpture | 2,650 | Neighbor approach conversation. |
| Archway sculpture | 2,650 | Neighbor approach conversation. |
| Chair sculpture | 2,650 | Neighbor approach conversation. |
| Illuminated heart | 1,360 | Neighbor approach conversation. |
| Illuminated arch | 1,480 | Neighbor approach conversation. |
| Illuminated clock | 1,460 | Neighbor approach conversation. |
| Illuminated tree | 1,280 | Neighbor approach conversation. |
| Stadium light | 2,360 | Neighbor approach conversation. |
| Video screen | 2,840 | Neighbor approach conversation. |
| Drilling rig | 2,980 | Neighbor approach conversation. |
| Parabolic antenna | 1,480 | Neighbor approach conversation. |
| Solar panel | 1,260 | Neighbor approach conversation. |
| Wind turbine | 1,560 | Neighbor approach conversation. |
| Windmill | 3,720 | Neighbor approach conversation. |
| Lighthouse | 3,720 | Neighbor approach conversation. |
| Tower | 7,260 | Neighbor approach conversation. |
| Stonehenge | 6,980 | Neighbor approach conversation. |
| Totem pole | 5,380 | Neighbor approach conversation. |
| Moai statue | 5,380 | Neighbor approach conversation. |
| Pyramid | 6,980 | Neighbor approach conversation. |
| Sphinx | 6,980 | Neighbor approach conversation. |
| Topiary (three types) - Square - Circle - Tulip | 930 | Leif will suggest this public work project to the mayor player if no weeds are present on the day of the Weeding Day event. |
| Flower clock | 870 | Gained when the town environment becomes Perfect. Speak with Isabelle at the town hall for tips on how to improve your town's environment. |











Shops and Such

Getting out and seeing the sights is a big part of life in *Animal Crossing*. Whether you're strolling through town or browsing around Main Street, you'll find plenty of shops and destinations worth exploring. This chapter exposes every shop and point of interest in town, including secret shops that require special efforts to unlock.

In Town

The following shops and destinations are all found in town.

Your House

HOURS

Open 24 hours a day.

Be it ever so humble, there's no place like home. And boy, at first, is it ever humble! But if you work hard and save your Bells, you can hire Tom Nook to upgrade your home in a variety of ways. See the "Home Sweet Home" chapter for details on home renovations, organization,



decor, and scoring big points with Lyle and the Happy Home Academy.

Town Hall

HOURS

Open 24 hours a day.

The town hall is open 24 hours a day, but there isn't much to do here unless Isabelle's around. She runs the day-to-day business at the town hall, ensuring that all of your mayoral duties are being met.



Front Desk Duties

Stand in front of the counter and speak with Isabelle to change the town theme song, redesign the town flag, or to check on the citizen satisfaction rating. If you choose the latter, Isabelle will give you feedback on what your neighbors are saying about your town. You can also report problematic citizens to Isabelle; this option causes those citizens to change their shirt (in the event of an offensive custom design, etc).



MOTE

You know you've achieved an excellent citizen satisfaction rating when Isabelle offers you the flower clock and town hall remodel public works projects in honor of your achievement.

Big Chair Tasks

The mayor player can get more out of the town hall by taking a seat in the big chair behind the service counter. This is the mayor's chair, and Isabelle is always happy to assist the mayor with special tasks, such as establishing new town ordinances or commencing new public works projects. See the previous "Mayoral Mirth" chapter to learn all about playing as the mayor.

When going after an excellent satisfaction rating, enact the Beautiful ordinance to ensure that your town is always looking top-notch.



Plaza

HOURS

Open 24 hours a day.

The plaza is a small clearing that's held in special regard. It is here that the town tree is planted in honor of the mayor's first arrival.





It pays to visit the plaza each day, for you never know what you might find. From small tents set up by traveling merchants to important ceremonies and seasonal events, the plaza is the place to be for social activity.

Re-Tail

HOURS

Default: 9:00-23:00

Early Riser ordinance: 6:00-23:00 Night Owl ordinance: 9:00-26:00

Re-Tail is a thriving recycling shop that's beloved by the locals. Goods can be bought here at bargain prices from the flea market,





and the selection changes regularly. You can also sell unwanted items here to the shopkeeper, Reese, in exchange for quick Bells.

TIP

Always sell your unwanted goods to Reese at Re-Tail. Timmy and Tommy merely act as middlemen for the recycling store, and will therefore charge a small service fee if you sell stuff at their Main Street shop.

Special Buys



Each day, Re-Tail offers to buy one special type of item. It could be a particular piece of furniture, or maybe a certain article of clothing. Check the sign out front to see what's wanted by Re-Tail today, then sell those types of items for huge profits. You won't find a better deal anywhere else!

The Flea Market



The items for sale at Re-Tail are actually refurbished goods that have been put up for sale by members of the community. You can take advantage of this service, too—just speak to Reese, and she'll help you set items up for sale at the flea market. Reese suggests a fair price for each item—just verify the value, and your item will be put up for display.



You might also see fellow shoppers pining over something at Re-Tail. If you wish to buy the item yourself, speak to the shopper and dissuade them from making the impulse buy!

Turnip Prices



Re-Tail also partakes in the local turnip trade. Purchase turnips from Joan during her Sunday morning visits, then check in with Reese each day thereafter to see the going rate for these rare root veggies. (There's a morning price and an afternoon price.) When Reese offers you more than you paid Joan for the turnips, go ahead and sell them. That's the trick to the turnip trade: Buy low, sell high!

Cyrus's Customizations



Reese's husband, Cyrus, is often found hard at sleep near Re-Tail's customization counter. But if you sell lots of items to Re-Tail, you'll eventually find that Cyrus remains awake during the days, and is ready to handle all of your furniture customization needs!



For a small fee, Cyrus can customize many pieces of furniture in special ways. For example, you could have him change the furniture's color to better fit with your home's decor. This is a great way to customize your home and create some truly unique rooms. It takes just 30 minutes for Cyrus to complete his work.



Hand Cyrus some gold ore, and he'll offer to build you some luxurious golden furniture. This is the only way to assemble pieces from the golden furniture series! Each piece of golden furniture requires three gold nuggets and 10.000 Bells to build.

Train Station

HOURS

Open 24 hours a day.

The town's train station is tended by a friendly monkey named Porter. You briefly pass through the station when you first arrive in town—after that, you only need to visit the train station when you are traveling to other players' towns (via online or over wifi), or when opening up your town's gate to receive other players as visitors.

Using Animal Crossing's online and wifi features is simple and straightforward. Just talk to Porter, and he'll happily prepare you for online or wifi play. And if you don't feel like playing online or over wifi, simply keep out of the train station after you ensure that your town's gate is closed (talk to Porter to do so).











Tortimers Island

HOURS

Open 24 hours a day.

While exploring the beach, you've surely noticed a small wooden dock stretching out to sea. There isn't much to do at this dock until you receive a visit from Tortimer—finish paying off your first home loan (in full) to trigger Tortimer's appearance the next day.



Tortimer greets you right outside your home, informing you of his lavish retirement on a distant tropical island. He suggests that you speak to Kapp'n on the boat dock and come visit the island sometime. Sounds nice!





Revisit the dock after speaking with Tortimer, and you'll find a friendly frog named Kapp'n tending a small motorboat. Pay the modest 1,000 Bell fee, and the good Kapp'n will shove you off to the tropical island. Flip ahead to the "Island Action" chapter for details on everything you can see and do when you get there!



Main Street

The following shops are all found along Main Street, which lies beyond the town's north train tracks.

Photo Booth

HOURS

Open 24 hours a day.

A small photo booth stands at Main Street's far left end. Pay just 500 Bells to step into the booth and take a new picture for your Town Pass Card.

Learn some jokes from Dr. Shrunk at Club
LOL, then use them to emote and make silly
faces while your picture is being taken!



TID

Press the and buttons to apply black-and-white or sepia filters!

Nook's Homes

HOURS

Default: 10:00-20:00

Early Riser ordinance: 7:00-20:00 Night Owl ordinance: 10:00-24:00

Whenever you wish to upgrade or customize your house, simply visit Tom Nook at his fine Main Street establishment, Nook's Homes. Here, Tom showcases a selection of home renovation samples that can be used to update your home's exterior.





Examine any item in Mr. Nook's shop to learn about it and the cost to make the renovation. Speak with Tom directly when you've paid off your current home loan and wish to set up your next interior expansion. See the "Home Sweet Home" chapter for details on everything Nook's Homes has to offer!

Lvle's Desk



After paying off your first home loan (in full), you receive an introductory letter from the Happy Home Academy (HHA). The next time you visit Nook's Homes, you'll find an HHA representative named Lyle working there. Speak to Lyle to learn all about the HHA,





including tips on how to properly decorate your home.

TIP

Flip ahead to the "Home Sweet Home" chapter to learn all about home upgrades, renovation, and how to hit top scores with the HHA.

Post Office

HOURS

Open 24 hours a day.

Located right next to Nook's Homes, the post office is a small shop with a single service counter. Depending on the time of day, Pelly or Phyllis might be working behind the counter. Speak with either one for help with sending mail or storing letters for safekeeping.



ABD Machine

A small Automatic Bell Dispenser (ABD) machine stands in one corner of the post office, too. Use this machine to either deposit or withdraw funds from your savings account, or to pay off your current home loan.

Deposit lots of Bells into your savings account, and you'll start earning interest each month. It's like getting free money! You also receive special prizes in the mail when you reach savings milestones, as noted by the following table:





Post Office Prizes

| PRIZE | VALUE | SAVINGS | GOT IT? |
|--------------------|-------|--------------------------------------|----------------------|
| Box of tissues | 1,280 | 100,000 Bells in savings account | √IP 2P 3P 4P |
| Letter set | 1,200 | 500,000 bells in savings account | √ IP 2P 3P 4P |
| Piggy bank | 4,480 | 1,000,000 Bells in savings account | √ 1P 2P 3P 4P |
| Aluminum briefcase | 1,200 | 5,000,000 Bells in savings account | √ 1P 2P 3P 4P |
| Post-office poster | 400 | 10,000,000 Bells in savings account | √ IP 2P 3P 4P |
| Safe | 758 | 20,000,000 Bells in savings account | √ 1P 2P 3P 4P |
| Mailman's hat | 2,000 | 50,000,000 Bells in savings account | √ IP 2P 3P 4P |
| ABD | 1,000 | 100,000,000 Bells in savings account | √ 1P 2P 3P 4P |

Nookling Junction

HOURS

Normal: 8:00-22:00

Early Riser ordinance: 6:00-22:00

Night Owl ordinance: 8:00-24:00

Two young raccoons named Timmy and Tommy run a general store near the middle of Main Street. Though humble in its appearance and short on shelf-space, this modest shop serves as

your main source for acquiring vital goods like furniture and tools.



Don't sell your unwanted items to Timmy and Tommy. Always sell your goods to Re-Tail in town—they'll pay you more!

Fortune Cookies



Timmy and Tommy's shop is also your only source for purchasing fortune cookies.

These unique treats cost two Play Coins to purchase—Bells can't be used to buy them. Of course, Play Coins are generated by walking around with the 3DS in your pocket (or shaking it a bit to simulate the motion).



After buying a fortune cookie, open your pockets and eat it to receive a prize ticket. Hand your ticket to Timmy or Tommy, and you just might win something good! The following table reveals all of the prizes you can win from fortune cookies.

Fortune Cookie Prizes

| PRIZE | VALUE | FORTUNE | GOT IT? |
|-----------------|-------|-------------------|----------------------|
| Mushroom mural | 840 | Fortune cookie #1 | √ 1P 2P 3P 4P |
| Block floor | 840 | Fortune cookie #2 | √ 1P 2P 3P 4P |
| Hero's clothes | 840 | Fortune cookie #3 | √ IP 2P 3P 4P |
| Nothing! | N/A | Fortune cookie #4 | √ 1P 2P 3P 4P |
| Hero's pants | 840 | Fortune cookie #5 | √ 1P2P3P4P |
| Nothing! | N/A | Fortune cookie #6 | √ 1P 2P 3P 4P |
| Peach's parasol | 840 | Fortune cookie #7 | √ 1P2P3P4P |



Fortune Cookie Prizes, continued

| The second secon | | kie Prizes, con | |
|--|-------|--------------------|----------------------|
| PRIZE | VALUE | FORTUNE | GOT IT? |
| Hero's cap | 840 | Fortune cookie #8 | √ IP 2P 3P 4P |
| Majora's Mask | 840 | Fortune cookie #9 | √IP 2P 3P 4P |
| Samus mask | 840 | Fortune cookie #10 | √ IP 2P 3P 4P |
| Midna's Mask | 840 | Fortune cookie #11 | √ 1P 2P 3P 4P |
| Toad hat | 840 | Fortune cookie #12 | √ 1P 2P 3P 4P |
| Red Pikmin | 840 | Fortune cookie #13 | √ 1P 2P 3P 4P |
| Blue Pikmin | 840 | Fortune cookie #14 | √ 1P 2P 3P 4P |
| Yellow Pikmin | 840 | Fortune cookie #15 | √ 1P2P3P4P |
| Nothing! | N/A | Fortune cookie #16 | √ IP 2P 3P 4P |
| Block | 840 | Fortune cookie #17 | √IP2P3P4P |
| Coin | 840 | Fortune cookie #18 | √ IP 2P 3P 4P |
| Goal Pole | 840 | Fortune cookie #19 | √IP2P3P4P |
| Fire Flower | 840 | Fortune cookie #20 | √ IP 2P 3P 4P |
| Super Mushroom | 840 | Fortune cookie #21 | √IP 2P 3P 4P |
| Green Shell | 840 | Fortune cookie #22 | √ |
| Super Star | 840 | Fortune cookie #23 | √ # 2P 3P 4P |
| 1-Up Mushroom | 840 | Fortune cookie #24 | √ 1P 2P 3P 4P |
| ? Block | 840 | Fortune cookie #25 | √ 1P 2P 3P 4P |
| Pipe | 840 | Fortune cookie #26 | √ 1P 2P 3P 4P |
| Fire Bar | 840 | Fortune cookie #27 | √IP2P3P4P |
| Bill Blaster | 840 | Fortune cookie #28 | √ IP 2P 3P 4P |
| Yoshi's Egg | 840 | Fortune cookie #29 | √IP 2P 3P 4P |
| Nothing! | N/A | Fortune cookie #30 | √ 1P 2P 3P 4P |
| Triple Red Shells | 840 | Fortune cookie #31 | √IP2P3P4P |
| Kart | 840 | Fortune cookie #32 | √ IP 2P 3P 4P |
| Pikmin | 840 | Fortune cookie #33 | √ 1P 2P 3P 4P |
| Blue Falcon | 840 | Fortune cookie #34 | √ IP 2P 3P 4P |
| Master Sword | 840 | Fortune cookie #35 | √ 1P 2P 3P 4P |
| Arwing | 840 | Fortune cookie #36 | √ 1P 2P 3P 4P |
| Triforce | 840 | Fortune cookie #37 | √IP 2P 3P 4P |
| Nothing! | N/A | Fortune cookie #38 | √ 1P 2P 3P 4P |
| S.S. Dolphin | 840 | Fortune cookie #39 | √ 1P 2P 3P 4P |
| Virtual BOY | 840 | Fortune cookie #40 | √ 2 3 P 4 P |
| Wii Balance Board | 840 | Fortune cookie #41 | √IP2P3P4P |
| Varia Suit pants | 840 | Fortune cookie #42 | √ 1P 2P 3P 4P |
| Varia Suit shoes | 840 | Fortune cookie #43 | √ IP 2P 3P 4P |

Fortune Cookie Prizes continued

| Fortune Cookie Prizes, continued | | | | | |
|----------------------------------|--|---|--|--|--|
| VALUE | FORTUNE | GOT IT? | | | |
| 840 | Fortune cookie #44 | √ IP 2P 3P 4P | | | |
| 840 | Fortune cookie #45 | √ 1P 2P 3P 4P | | | |
| 840 | Fortune cookie #46 | √ 1P 2P 3P 4P | | | |
| 840 | Fortune cookie #47 | √ IP 2P 3P 4P | | | |
| 840 | Fortune cookie #48 | √ 1P 2P 3P 4P | | | |
| 840 | Fortune cookie #49 | √IP2P3P4P | | | |
| 840 | Fortune cookie #50 | √ IP 2P 3P 4P | | | |
| | 840 840 840 840 840 840 | FORTUNE 840 Fortune cookie #44 840 Fortune cookie #45 840 Fortune cookie #46 840 Fortune cookie #47 840 Fortune cookie #48 840 Fortune cookie #48 | | | |

Able Sisters

HOURS

Default: 10:00-21:00

Early Riser ordinance: 7:00-21:00 Night Owl ordinance: 10:00-24:00

When you wish to update your wardrobe, visit the Able Sisters' clothing store, which is just down the street from Nookling Junction. A

variety of clothes are sold here, from shirts and dresses to pants, skirts, and shorts.



Pro Designs



While you can create your own, custom clothing patterns at anytime through the Designs menu, you must visit the Able Sisters if

you wish to create a pro design. These advanced designs let you craft patterns for the front, back, and sleeves of a shirt to create truly unique looks. Just speak to Mabel to begin creating a pro design.



Accessories



The Able Sisters' store features a side room that's reserved for those all-important extras.

Here, Labelle offers a selection of fine accessories such as hats, sunglasses, and umbrellas.







QR Codes



All of the Able Sisters are hardworking, but Sable seems to never take a break from her station behind the sewing machine. Make a point of talking to Sable each day, and she'll really start to appreciate it.



Keep cheering up Sable every day, and eventually, you'll notice a curious machine behind her. Inspect the machine, and Sable will invite you to use it. Amazingly, this machine lets you create QR codes for patterns you've designed. It's easy—try it and see! Your QR codes are stored with the rest of your 3DS camera pictures, so you can easily access and share them with friends anytime you aren't playing. How cool is that!

MOTE

QR (quick-response) codes are unique barcodes that can be scanned by the 3DS camera to unlock special game content.

See your 3DS owner's manual for help with scanning QR codes.

Museum

HOURS

Open 24 hours a day.



The museum is open 24 hours a day, seven days a week—although you'll find its curator, a wise old owl named Blathers, a bit more alert in the evenings. Whenever you discover some art, catch a fish, net a bug, or dig up a fossil, visit the museum and see if Blathers will accept your find as a donation to one of his exhibits. An empty museum isn't much fun, after all!



Feel free to explore the museum's exhibits and peruse your generous contributions. You can also check the sign near the museum's front steps to view a list of all museum donations. This is a great way to quickly check and see what's been donated!

TIP

Even if you plan to sell your fossils, have Blathers identify them—it increases their value.

Shops to Unlock

Main Street may not seem like much at first, but as you steadily devote time and Bells to growing your town, you'll notice new shops begin to crop up. Let's check out all of the special shops that can be built on Main Street and within your town.



T&T Mart

HOURS

Default: 7:00-24:00

Early Riser ordinance: 6:00–24:00 Night Owl ordinance: 7:00–5:00

Spend lots of Bells at Nookling Junction, and Timmy and Tommy will eventually earn enough profit to upgrade their shop. This improved convenience store is open longer hours and has

more space, so the boys can offer a broader selection of goods.



Catalog Kiosk

The T&T Mart also offers a special mail-order catalog. Simply use the in-store kiosk to browse all of the items that have appeared in the game thus far. That's right: anything you've owned in the game will appear in the kiosk, and many items can be mail-ordered and delivered right to your home. Talk about convenient!



Gardening Store

HOURS

Default: 9:00-20:00

Early Riser ordinance: 7:00-20:00
Night Owl ordinance: 9:00-23:00

Demonstrate your willingness to cultivate a lush, vibrant town by performing 30 gardening tasks, such as planting and watering flowers, planting





trees (including fruit trees), and pulling weeds. Once this is done, it won't be long before a friendly fellow named Leif will open a small gardening store next to Timmy and Tommy's shop.

Leif doesn't offer much, but his store is a good source of gardening supplies like flower seeds and saplings. Swing by Leif's whenever you wish to spruce up your town!



Pay Leif a modest fee, and he'll uproot all of the weeds in your town. Sometimes it's worth it!



Super T&T

HOURS

Default: 9:00-20:00

Early Riser ordinance: 6:00-20:00 Night Owl ordinance: 9:00-24:00

After Leif's gardening store opens, continue to shop loyally at the T&T Mart, and the boys will be upgrading their store again before you know it. The supermarket version of their store is what you'd expect: bigger and better in every way!



TIY

HOURS

Default: 10:00-23:00

Early Riser ordinance: 6:00-23:00 Night Owl ordinance: 10:00-3:00

After you've spent over 50,000 Bells at the Super T&T, and after at least 21 days have passed since the Super T&T opened, Timmy and Tommy will shut down for a day to remodel their store vet again. In this fourth iteration of their store, the boys have joined forces with Leif's gardening shop to provide an all-in-one source for do-it-vourself home improvement! Leif's inventory is expanded now, too.





T&T Emporium

HOURS

Default: 9:00-21:00

Early Riser ordinance: 6:00-21:00 Night Owl ordinance: 9:00-24:00

Timmy and Tommy's fifth and final shop upgrade is truly something to behold. This three-story shopping center has something for everyone—but unlocking it takes some effort! You need to impress a sawy stylist named Gracie.



Dazzling Gracie



Once the TIY has been built, a stylish visitor named Gracie will start visiting your town. Check the plaza each day to see if your town has been graced by Gracie, and speak to the fashion mogul to learn that she's planning to open up a new fashion boutique in a hip new town.



Gracie will only open her shop in a town that has style, and demands that you prove your fashion sense to her in a series of fashion challenges. Each time Gracie visits, she'll give you a new fashion theme. Your goal: Dress in that theme and knock Gracie's socks off!



Impressing Gracie isn't easy, but you've got an advantage—this guide! Flip ahead to the "Clothing Catalog" chapter, and you'll find every piece of clothing has an associated "look." Use this info to help you build outfits that fit with Gracie's themes!



After you impress Gracie enough times, she'll eventually agree to open her shop in your town. Continue to frequent the TIY store, and before long, construction will commence and the T&T Emporium will be built!



Three Floors of Fun



The T&T Emporium's spacious first floor is filled with products for everyday life, from tools to gardening supplies. That's right—Leif has finally been allowed indoors! Check the second floor to find furniture, and head all the way up to the top floor to explore GracieGrace—the lavish fashion boutique of the great Gracie herself!



GracieGrace offers both clothing and furniture, but expect to suffer some serious sticker shock. The prices are steep, but these items are all of the highest quality. Best of all, Gracie sells her clothing and furniture by outfits and series, so Bell-saddled shoppers can put together a whole new look or design a stylish room in no time!

Kicks

HOURS

Default: 10:00-20:00

Early Riser ordinance: 7:00–20:00 Night Owl ordinance: 10:00–23:00

This little shoe shop won't open until after the T&T Mart is built. In addition, you must spend about 8,000 Bells at the Able Sisters in order to entice Kicks to arrive. This small footwear store



sprouts up near the Able Sisters and is tended by a friendly fox named Kicks, who peddles a modest selection of quality footwear and hosiery.



Shampoodle

HOURS

Default: 10:00-20:00

Early Riser ordinance: 7:00-20:00 Night Owl ordinance: 10:00-23:00

Continue to shop at the Able Sisters and at Kicks, and before long, a sawy stylist named Harriet will open a salon above them, on the building's second floor.





Say hi to Harriet anytime you wish to change your hairdo. Plop down in the styling chair, answer Harriet's probing questions, and you'll soon have a new 'do. The answers you give to Harriet's questions determine the look you'll receive—use the following chart to ensure that you receive the perfect style!

NOTE

Harriet can make you look like one of your 3DS Miis—just ask her!

TIP

Get lots of haircuts at Shampoodle, and Harriet will begin to offer you color contacts. Get even more haircuts, and she'll even offer you hairstyles for characters of the opposite sex!







Prima Official Game Guide

Boy Hairstyles



Girl Hairstyles

| ANSWER 1 | ANSWER 2 | ANSWER 3 | RESULT | ANSWER 1 | ANSWER 2 | ANSWER 3 | RESULT |
|---------------------|-------------------------------|--------------------------------|---------|---------------------|-------------------------------|--------------------------------|---------|
| Extremely Casual | Loose and Wavy! | Laid-back looseness. | | Extremely Casual | Loose and Wavy! | Laid-back looseness. | |
| Extremely Casual | Loose and Wavy! | Floaty-fairy looseness. | | Extremely Casual | Loose and Wavy! | Floaty-fairy looseness. | |
| Extremely Casual | Stylish side! | I'm a role model! | | Extremely Casual | Stylish side! | I'm a role model! | |
| Extremely Casual | Stylish side! | I like being left alone! | | Extremely Casual | Stylish side! | I like being left alone! | |
| Casual | It's on the messy side. | I wish I could clean it. | | Casual | It's on the messy side. | I wish I could clean it. | |
| Casual | It's on the messy side. | It's on purpose! | | Casual | It's on the messy side. | It's on purpose! | |
| Casual | My room is clean! | I like to style my hair! | | Casual | My room is clean! | I like to style my hair! | |
| Casual | My room is clean! | Natural is best! | | Casual | My room is clean! | Natural is best! | |
| Middle / Formal | I'm very serious! | Fight and overcome! | | Middle / Formal | I'm very serious! | Fight and overcome! | |
| Middle / Formal | I'm very serious! | Grin and bear it! | | Middle / Formal | I'm very serious! | Grin and bear it! | |
| Middle / Formal | I'm a trouble maker! | I'll settle down. | | Middle / Formal | I'm a trouble maker! | I'll settle down. | |
| Middle / Formal | I'm a trouble maker! | Rebel for life! | | Middle / Formal | I'm a trouble maker! | Rebel for life! | |
| Extremely Formal | Business! | Fresh! | | Extremely Formal | Business! | Fresh! | |
| Extremely Formal | Business! | Vintage! | | Extremely Formal | Business! | Vintage! | |
| Extremely Formal | Private! | It's a party! | | Extremely Formal | Private! | It's a party! | 00 |
| Extremely Formal | Private! | It's a date. | | Extremely Formal | Private! | It's a date. | |
| Extremely Formal | Private! | It's a secret! | Random! | Extremely Formal | Private! | It's a secret! | Random! |

Museum 2F

HOURS

Open 24 hours a day.

Donate over 20 fossils, fish, bugs, and paintings to the museum, and be sure to donate at least one item to each of the four exhibits (fish, insect, fossil, art). In addition, be sure to speak to Blathers every day—you don't need to donate or have him identify anything, you just need



to speak to Blathers every day to build a friendship. Keep it up, and before long, Blathers will mention the idea of expanding the museum by opening a second floor!



Expanding the museum is a public works project. Speak with Isabelle at the town hall after Blathers has made his suggestion, and she'll offer you the project as a new public work. Complete the donation goal to unlock the museum's second floor.



The museum's second floor is run by a young owl named Celeste. She tends a small gift shop up here, and will even let you rent out your very own exhibit room for fun. Many of the items that Celeste sells at the gift shop can't be found anywhere else, so check her stock daily!

Museum Gift Shop Goods

| ITEM | VALUE | REQUIREMENTS | GOT IT? |
|--------------------|--------|--------------|----------------------|
| Exhibit-room wall | 400 | None | √ 1P 2P 3P 4P |
| Exhibit-room floor | 400 | None | √ 1P 2P 3P 4P |
| Museum wall | 2,000 | None | √ 1P 2P 3P 4P |
| Museum floor | 2,000 | None | √1P2P3P4P |
| Arrow sign | 3,500 | None | √ 1P2P3P4P |
| Display stand | 1,500 | None | √ 1P 2P 3P 4P |
| Exhibit partition | 3,000 | None | √1P2P3P4P |
| Fancy frame | 10,000 | None | √ 1P 2P 3P 4P |
| Flat display case | 2,500 | None | √ IP 2P 3P 4P |
| Glass display case | 2,000 | None | √ 1P 2P 3P 4P |
| Museum chair | 3,000 | None | √P2P3P4P |
| Poster stand | 2,500 | None | √ 1P 2P 3P 4P |



Museum Gift Shop Goods, continued

| Museum One Shop Goods, continued | | | | | | |
|----------------------------------|-------|--|----------------------|--|--|--|
| ITEM | VALUE | REQUIREMENTS | GOT IT? | | | |
| Reception table | 2,000 | None | √ 1P 2P 3P 4P | | | |
| Rope partition | 1,800 | None | √ 1P 2P 3P 4P | | | |
| Tall display case | 2,500 | None | √ 1P 2P 3P 4P | | | |
| Thermohygrometer | 1,500 | None | √ 1P 2P 3P 4P | | | |
| Silver shovel | 500 | After donating 15 fossils | √ 1P 2P 3P 4P | | | |
| Paintball floor | 1,600 | After donating 20 art | √ 1P 2P 3P 4P | | | |
| Dig-site floor | 1,600 | After donating 30 fossils | √ 1P 2P 3P 4P | | | |
| Silver rod | 500 | After donating 30 fish or deep-sea catches | √ 1P 2P 3P 4P | | | |
| Silver net | 500 | After donating 30 insects | √ IP 2P 3P 4P | | | |
| Underwater floor | 1,600 | After donating 50 fish or deep-sea catches | √ 1P 2P 3P 4P | | | |
| Jungle floor | 1,600 | After donating 50 insects | √ IP 2P 3P 4P | | | |
| Paintball wall | 1,600 | After donating all art | √ IP 2P 3P 4P | | | |
| Underwater wall | 1,600 | After donating all fish and deep-sea catches | √ P2P3P4P | | | |
| Dig-site wall | 1,600 | After donating all fossils | √ IP 2P 3P 4P | | | |
| Jungle wall | 1,600 | After donating all insects | √ IP 2P 3P 4P | | | |
| Museum model | 1,800 | After donating all specimens to museum | √1P2P3P4P | | | |

The Roost Café

HOURS

Open 24 hours a day.

Continue to donate to the museum after finishing the 2F expansion. After you've donated a total of 50 items to the museum, and after a full week has passed since the 2F expansion was opened, Blathers will suggest yet another

public work project: a cool café run by a pigeon named Brewster.

The Roost Café must be built in town, so lead Isabelle to the desired spot, just as you would for any other project. Satisfy the donation goal, and the café will be built the very next day!





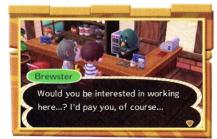


Take Out Counter



The first few times you visit the Roost, there's little to do except sit at the counter and order a hot cup o' Joe. Keep visiting and buying coffee, though, and Brewster will eventually offer you to-go cups from a side counter. How nice!

Part-Time Pourer



Continue to frequent the Roost, and Brewster will eventually offer you some part-time work.

Agree to help Brewster, and you'll be placed in charge of the to-go counter for a while.



Locals will appear, one after the next, and each one will place an order for coffee. But there's a catch: out of the three coffee ingredients—beans, sugar, and milk—your neighbors only tell you about one or two that they desire. This means you must guess on the rest!



Successfully serving coffee means keeping track of your customers and determining what they like. It takes time and effort, but if you guess correctly on all three ingredients, you'll really make that customer's day. Fix every cup to perfection, and you'll even impress Brewster!

Want to skip all the effort and just serve great coffee? Then check the "Friendly Faces" chapter to discover what every neighbor likes in their cup!



Brewster pays well for your work, and your performance determines the type of payment you'll receive. Here are all the possible goodies Brewster might use to compensate your labors:

Part-Time Payment

| | | _ 4, |
|----------------|-------|----------------------|
| REWARD | VALUE | GOT IT? |
| Brewstoid | 3,312 | √ 1P2P3P4P |
| Café uniform | 360 | √ 1P 2P 3P 4P |
| Coffee cup | 2,000 | √ IP 2P 3P 4P |
| Coffee grinder | 1,600 | √ 1P 2P 3P 4P |
| Coffeemaker | 800 | √ IP 2P 3P 4P |
| | | |



Part-Time Payment, continued

| | • | |
|-------|-----------------------|--------|
| VALUE | GOT IT? | â |
| 1,000 | √ 1P 2P 3P 4P | ۸ b |
| 500 | √ 1P2P3P4P | N b |
| 4,000 | √ IP 2P 3P 4P | S |
| 3,312 | √ IP 2P 3P 4P | S b |
| | 1,000 500 4,000 | 1,000 |

| · | | |
|---------------------|-------|----------------------|
| REWARD | VALUE | GOT IT? |
| Mini brewstoid | 3,312 | √ IP 2P 3P 4P |
| Normal coffee beans | 2,000 | √P2P3P4P |
| Siphon | 1,780 | √ 1P 2P 3P 4P |
| Superb coffee beans | 8,000 | √IP2P3P4P |
| Tall brewstoid | 3,312 | √ 1P 2P 3P 4P |

Club LOL

HOURS

Default: 12:00-2:00

Early Riser ordinance: 10:00-2:00 Night Owl ordinance: 12:00-5:00

Shortly after the T&T Mart has opened, a wacky character named Dr. Shrunk will come to greet you at your home. The good doctor wishes to open up a lively club on Main Street, but he needs

Shrunk

Ah, hey, you. You're the mayor of this town, right?

you to get everyone in town to sign his petition. Agree to help Dr. Shrunk, then get out there and get those signatures!



Dr. Shrunk has already gotten all of the store owners to sign, so you only need to worry about your neighbors. Check the signature sheet that Dr. Shrunk gave you to see who's left on your list. Seek out every neighbor and record all of their signatures to fill out the form.



After filling out the signature sheet, find Dr. Shrunk on Main Street. Hand him the sheet, and Club LOL will open within a matter of days.





What a Joke



The real show at Club LOL begins at 8 p.m. each night, but if you stop by before then, you can catch a free show, courtesy of Dr. Shrunk himself. The good doctor happens to be a former comedian, and will tell you a joke on stage each day—provided you feed him something! Whether or not you're amused, you always learn the joke afterward, because it's recorded in the joke book that Dr. Shrunk gives you!



Your joke book stores all of Dr. Shrunk's jokes. Learn a new one each evening by visiting Club LOL before 8 p.m. Why collect jokes, you ask? Because when you tell the jokes you know, your character will cleverly emote! Open your joke book and tap on any joke you've learned, and your character will emote just like Dr. Shrunk did when telling the joke. Now you can interact with friends and neighbors without bothering to type out words!

Dr. Shrunk's Jokes (Emotes)

| Dr. Shrunk's Jokes (Emotes) | | | | | | | |
|-----------------------------|----------------------|---------------------|----------------------|--|--|--|--|
| JOKE (EMOTE) | GOT IT? | JOKE (EMOTE) | GOT IT? | | | | |
| Aggravation | √IP2P3P4P | Love | √P2P3P4P | | | | |
| Agreement | √ IP 2P 3P 4P | Mischief | √ 1P 2P 3P 4P | | | | |
| Anger | √ IP2P3P4P | Mistaken | √ IP 2P 3P 4P | | | | |
| Bashfulness | √ 1P 2P 3P 4P | Outrage | √P2P3P4P | | | | |
| Cold Chill | √IP2P3P4P | Pride | √IP2P3P4P | | | | |
| Curiosity | √ 1P 2P 3P 4P | Resignation | √ IP 2P 3P 4P | | | | |
| Daydreaming | √IP2P3P4P | Sadness | √IP2P3P4P | | | | |
| Delight | √ IP 2P 3P 4P | Sheepishness | √ 1P 2P 3P 4P | | | | |
| Disagreement | √ 1P 2P 3P 4P | Shocked | √IP2P3P4P | | | | |
| Disbelief | √ 1P 2P 3P 4P | Showmanship | √ 1P 2P 3P 4P | | | | |
| Distress | √ 1P 2P 3P 4P | Shrunk Funk Shuffle | √IP2P3P4P | | | | |
| Fearful | √ 1P 2P 3P 4P | Shyness | √ 1P 2P 3P 4P | | | | |
| Flourish | √ 1P 2P 3P 4P | Sighing | √ IP 2P 3P 4P | | | | |
| Glee | √ 1P 2P 3P 4P | Sleepy | √ 1P 2P 3P 4P | | | | |
| Greetings | √ IP 2P 3P 4P | Sneezing | √ 1P 2P 3P 4P | | | | |
| Happiness | √ 1P 2P 3P 4P | Sorrow | √ 1P 2P 3P 4P | | | | |
| Heartbreak | √ IP 2P 3P 4P | Sunniness | √ 1P 2P 3P 4P | | | | |
| Inspiration | √ 1P 2P 3P 4P | Surprise | √1P2P3P4P | | | | |
| Joy | √ 1P 2P 3P 4P | Thought | √ 1P 2P 3P 4P | | | | |
| Laughter | √ 1P 2P 3P 4P | Worry | √ 1P 2P 3P 4P | | | | |





D.J. K.K. Spins



Each night after 8 p.m., Club LOL rocks to the thumping beats of D.J. K.K. There's no cover charge, so come on in and get on down! While moving out on the floor, tap any direction on the donce to the beat. Impress D.J. K.K. with your moves, and he might even show you on the big screen behind him!

K.K. Slider Saturdays



Saturday nights are special at Club LOL, for the great K.K. Slider graces the venue with his brilliant guitar licks. Give a listen to K.K.'s opening song, and he'll slip you a free bootleg copy of it. Right on, my man!

See the "Other Items" chapter for K.K.
Slider's full song catalog—complete with
album art!

Fortune-Teller's Shop

HOURS

Default: 9:00-19:00

Early Riser ordinance: 6:00-19:00 Night Owl ordinance: 9:00-23:00

A feline fortune teller named Katrina visits your town about once a week—check the plaza for her tent. Enter and pay a small fee to have Katrina read your fortune. She'll tell you what sorts of items will bring you luck in the near future!

After Katrina has told 20 fortunes in your town (in total from all players, including visitors), she'il eventually decide there's enough business here to support a fortune-teller's shop on Main Street. Chat with Isabelle at the town hall to undertake this public work project just as you would any other.







Once the fortune-teller's shop is built, you can pop in and have your fortune told by Katrina every day. This ensures that you'll always have good luck on your side!

TIP

Luck is a powerful force in Animal Crossing—it can lead to finding precious items. Pay heed to Katrina's advice and seek out the items that she indicates. It will bring you good fortune.

MOTE

If you ever find yourself tripping and falling while running around, you're having a "bad-luck day." Visit Katrina and see if she can help you counter your gnarly juju!

Police Station

HOURS

Open 24 hours a day.

TIP

Once the police station is built, you can scour its lost-and-found bin for goodies. Officers Copper and Booker can shed some light regarding upcoming visitors, too. Every town should have a police station, but yours won't until a neighbor approaches you with an urge to lobby for one as a public work project. Unfortunately, this conversation occurs purely at random—there's no way for you to influence when a neighbor will decide to approach you about building the police station. It therefore pays to speak to your neighbors whenever you see them excitedly running toward you with something to say.

Reset Surveillance Center

HOURS

Always active; rarely open.

The Reset Surveillance Center is a public work project that appears on Isabelle's list after you do the unthinkable: power-off the game without saving! That's right: if you shut down Animal Crossing without saving your game, you'll get an earful from one Mr. Resetti—a mean old mole that doesn't dig cheaters. But Mr. Resetti will only scold you once, then never harass you again—unless you build the Reset Surveillance Center, that is!

After meeting Mr. Resetti, speak with Isabelle to commence work on the Reset Surveillance Center project. Just lead her to the spot where you'd like to build the project like always.











Once the Reset Surveillance Center has been built, Mr. Resetti is back in business. Now able to monitor your game for suspicious power-offs, Mr. Resetti will be quick to reprimand you each time you reset without saving. That's more like it!

Entering the Center



If you're really lucky, you might find the Reset Surveillance Center open one evening. This occurs very rarely, and only on sunny days that follow a rainy day. Check out the center on these evenings between 8 p.m. and midnight—if you find the manhole cover open, head inside to find Mr. Resetti in his main base of operations!

Happy Home Showcase

HOURS

Open 24 hours a day.

The Happy Home Showcase (HHS) is a special place where fabulous homes from all over the globe are displayed. You're able to explore the HHS the day after your first home is built—speak with Tom Nook at Nook's Homes, and he'll tell you all about it.



The grand entrance to the HHS is located in the background of Main Street—you can't miss it. After after Tom Nook tells you about the HHS, a friendly character named Digby stands here at all hours. Talk to Digby whenever you wish to enter and explore the HHS.





Once inside, Digby explains how the HHS works. Homes from other players' towns can be shown here, and new model homes will appear whenever your 3DS is tagged by another player's via StreetPass. (Digby can help you turn the StreetPass function on and off.) You may then explore that player's model

home in your game by visiting the HHS. You can even order furniture items from HHS model homes—with a hefty markup, mind you!

Dream Suite

HOURS

Open 24 hours a day.

This special suite is only available to players who've connected to the internet at least once. A week must also have passed since the mayor earned their Town Development Permit. Once these special criteria have been met, you'll find Isabelle snoozing away at the town hall. Speak

This is the luxurious Dream Suite, where we offer you relaxation within your stressful life...

with her to add the Dream Suite project to your list of public works!



Complete the Dream Suite public work project, and the Dream Suite will open on Main Street. Go there to visit Luna, who helps you visit other players towns in dreams. This is a cool way to explore other players' towns and see how they've developed!

NOTE

Anything you do during a Dream Suite trip won't actually affect the other player's town, because it's all just a dream!

TIP

After unlocking the Dream Suite, share the address that appears on your Town Pass Card (TPC) with friends, and they'll be able to visit your town in a dream anytime they want.



Visiting towns in dreams has lots of advantages. For starters, you can't actually damage or affect the other players' towns, which is nice for them. Dreams also let you explore your friends' towns anytime you want—you don't need to wait for them to be playing. Of course, this also means that you can't help your friends by leaving them items, and you also can't take anything useful back to your town like exotic fruit. Still, when you just want to explore other towns and see what's out there, nothing beats the Dream Suite!



Island Action

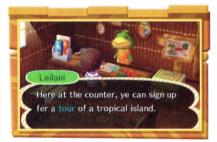
After you've purchased your first home from Tom Nook and have been visited by Tortimer, you can visit an exotic tropical island any time you like. Just stroll down to the beach, check the jetty, and you'll find a salty old frog named Kapp'n minding a boat. Chat with Kapp'n to book passage to a wondrous island, where all sorts of exciting adventures await!

Island Cabana



Each time you visit the island, Kapp'n drops you off at the cabana. This is the island's main hub of activity, so let's check it out!

Tour Counter



Chat with Leilani at the counter on the left to learn all about tours—exciting excursions you can undertake alone or with friends. Leilani

offers a different selection of tours each day, so visit the island often to experience a new variety!



Item Box



Items cannot be carried in your pockets when you leave the island—instead, anything you wish to bring back to town must be stored in the special box near the tour counter.

Everything you place in this box will magically appear in the basket on the jetty back in town when you return. Don't ask us how it works!

MOITUA

The loot in your pockets is also lost whenever you take a tour, so be sure to drop items into the item box beforehand!

Gift Shop



Participating in tours gives you a chance to earn medals. In turn, these medals are used to purchase goods from Grams, who runs the island's gift shop. Grams won't accept Bells—only medals can be used to make purchases.



The gift shop offers items you won't find anywhere else, including wet suits, which let you swim around in the sea. Save your medals and purchase a wet suit from Grams as soon as you're able!

NOTE

Grams also sells the Club Tortimer membership card, which you need to explore the tropical island online and play with other online players.

Leila's Spot



A little tyke sits on a blanket in the cabana, asking everyone who walks by if they'd like to play "shop." If you're feeling friendly, you can play with Leila, pretending that you're a store clerk and "selling" her anything you happen to be carrying. Leila's just a kid, so she can't offer you many Bells for your goods. Playing her game is fun, but you're far better off storing items in the box near the tour counter and selling them back in town.

Exploring the Island



We've covered the cabana—now let's see what awaits you on the island itself! First, as you might expect, the sun is always shining on this tropical paradise. Run around and soak up those potent rays!

MOTE

Visit the island regularly, and you'll begin to develop a tan! You'll also tan in town when the weather is warm and sunny.



You can't bring tools to the island, but as luck would have it, that helpful gyroid, Lloyd, is ready to loan you any you might need. Chat with Lloyd near the cabana to borrow a rod, net, or even a wet suit that you can use to

go swimming. Take full advantage of these rental tools, using them

using them to catch all sorts of exotic fish and bugs!





Certain fish and bugs will only appear around the tropical island. See the "Museum Donations" chapter near the end of the guide for details.



Of course, you don't need any tools to pick up seashells, or to shake down those yummy tropical fruits. Store all the fruit you can in the item box back in the cabana, and you'll be able to plant a whole exotic orchard when you return to town!

Heading Home



When you've soaked up enough sun and scored plenty of medals, speak to Leilani at the tour counter to book passage back to town.

Be sure to empty your pockets into the nearby item box beforehand. or else vou'll lose everything you're carrying!



Island Tours



Strolling around the island is relaxing and fun, but the real action occurs during tropical tours. A total of 64 different tours can be enjoyed, and some are more challenging than others. Talk to Leilani at the cabana's tour counter to see today's selection of tours.



At first, only a handful of tours are available, but many more will unlock as you participate in touring. Just keep taking tours, and you'll steadily unlock more advanced and challenging versions. The selection changes daily, so visit the island every day!



After you've told Leilani the tour you'd like to take, simply sit down on one of the nearby chairs to indicate that you're ready to leave.

If you're visiting the island with friends, then the tour won't start until all players have taken a seat in the waiting area.



The tour begins shortly after everyone has sat down. You're whisked away to an outlying island, where Tortimer stands ready to guide you through the event at hand.



All tours involve completing some sort of goal as quickly as possible. Some tours end as soon as you reach their goal—you're then scored based on how long it took you to succeed. Other tours don't end until time runs out—try to score as many points as possible before the buzzer sounds!



Perform well in a tour, and Tortimer will hand you a bronze, silver, or gold award at the tour's end. The award you receive determines how many medals you've earned. Overachieve during tour games to stuff your pockets with precious medals, then spend those medals on rare goods at Grams's cabana aift shop!

MOTE

The more challenging the tour game, the more medals you can win from it.

Tour Tips



There are 64 unique tours to enjoy, some more challenging than others. Let's explore some helpful tips and strategies for each type of tour.

General Strategies

Every second counts! Don't waste time during tours. Quickly skip past repetitive messages, and do your best to make the most of your time.

Know your tools! Most tours involve the use of gear like the rod, wet suit, or shovel. Check the "How to Play" chapter to learn about using this gear.

Use the map! It's helpful to be systematic during many tours, searching the island one area at a time. Glance at the Touch Screen map to locate important objects like bridges, and to keep track of where you've been.

Fishing Tours





Fishing is fun, and plenty of tours involve spending quality time catching fish with your rod. Regardless of the type of fish you might be after, your basic strategies in fishing tours are the same: Get out there and reel in as many fish as you can!

TIP

Walk whenever you're near waterrunning scares the fish!

You can fish from rivers, ponds, and the sea. Consider where the fish you're after are most likely to frolic.

possible. Some bugs can be tough customers, especially those that cling to trees, like beetles and cicadas. Walk softly with your net at the ready, then bring it crashing down when vou're close!

TIP

Butterflies and dragonflies are among the easiest targets-run back and fourth along rivers to find lots of them.

Check the "Museum Donations" chapter near the end of this guide for a complete listing of every fish and insect, including where to find them (on trees, in rivers, etc).

Diving Tours



Many tours involve taking a refreshing swim and collecting deep-sea catches. Swim all around the island when looking for prey--don't just stick to one spot. Keep a little closer to the beach than to the outer rope, too—underwater creatures can easily escape by fleeing past the rope and out of the tour area. And of course, beware of those nasty jellyfish! Rapidly press buttons to recover if you're stung.



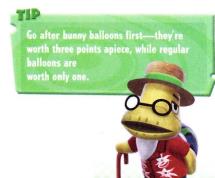


These fun-filled tours have you chasing down floating balloons that regularly drift past the sky. Listen for the telltale chime that signals inbound balloons, then glance at your Touch Screen map to see where they've appeared. Race over to those balloons, stand beneath them, and use your slingshot to pop as many as you can!

Bug-Catching Tours



Bug-catching tours are plentiful, and they all involve using a net to catch as many insects as





An onscreen weather vane shows the direction in which the balloons will drift due to the ever-shifting winds. Consider the wind when you're racing toward the balloons, and plot a course that puts you in the best spot for popping. The island's river is usually your primary obstacle—consider the placement of bridges and use them to your advantage!

Labyrinth Tours



Some tour islands are covered by a carefully manicured hedge maze. Tours held at these islands challenge you to race through the maze and collect a certain type of fruit for Tortimer. The fruits are just lying on the ground in the maze, which makes them tough to spot until you're close.



Speed is key during labyrinth tours. Run through the maze as fast as you can, keeping

track of where you've been and where you still need to explore. Be systematic, searching every inch of the maze until you've located all the fruit you're after. Once you've reached your goal, race back to Tortimer to show off your fruit!

MOITHAS

Tortimer will penalize you for any fruit you show him that wasn't on your list. Be sure to drop any unnecessary fruit before talking to Tortimer!

Gardening Tours



Get your hands dirty in these unique tours, which have you racing to fill a central flower bed with a specific type and/or color of flower. Gardening buffs have the edge in these tours, for being able to recognize flowers on sight saves you the time it takes to open your pockets and check their names.



Once you've identified the flower(s) you're after, your next job is to find them. Race all around the island and fill your pockets with them, keeping track of where you've been to avoid searching the same area twice.





When your pockets are full of flowers, rush back to the flower bed and plant them. Simply stand in a bare spot, open your pockets, and then quickly choose to plant all of the flowers you're carrying. You can plant up to nine flowers at once if there's room, filling in all of the empty dirt spaces around you.

Always stand in a spot where you can plant the most flowers at once without moving.

You may find planting faster if you use the Circle Pad icon to select the flowers in your pockets, rather than tapping them with the stylus.

Item-Matching Tours



These unique tours are designed to test your memory. Several pairs of items have been buried on the island, and you must use your trusty shovel to dig them up and match them together. Begin by simply running to the nearest dig spot and seeing what you find.



Now hurry and dig at another nearby dig spot. If you guessed right and dug up the matching item, the pair will be completed and removed from your pockets. If the item is not a match, then you'll rebury it automatically—for you can only carry one item with you during these events!



Just keep digging up items, trying to match the one you're carrying. Whenever you dig up an item that doesn't match, memorize where you found it. You'll need to find it again soon!

Scavenger Hunt Tours



Scavenger hunts are among the few tours that let you explore the houses of the tour islands' mysterious inhabitants. Your goal is to search their homes for all of the items on Tortimer's scavenger hunt list as fast as you can!



Scavenger hunts can be easy or tough, depending on whether or not you recognize the names of the items on Tortimer's list. Regardless, your first move is always the same: Glance at your Touch Screen map and race to the nearest house.

TIP

If you're unfamiliar with an item on Tortimer's list, check the catalogs in this guide and see if you can find it!



Each home features an array of items. You can scan the room quickly if you know exactly what you're after—otherwise, you'll need to examine each item individually. Simply pick up an item and then view its name in your pockets (or call up Tortimer's list) to see if you've found something good.

TIP

You can judge most homes' content by their exterior style. For example, if you're looking for a piece of the robo furniture series, you might try the modern-looking house with the metal front door!



Just keep raiding those homes, looking for the items on Tortimer's list. Drop anything that isn't on his list, though—he'll deduct points for bringing him unwanted items. When you've found every item on the list, return to Tortimer to show off your scavenger skills.

Hide-and-Seek Tours



A number of playful animals have hidden themselves on an island, and it's up to you to find them all during hide-and-seek tours! These guys know how to play and are pretty well hidden—search for them behind houses, trees, and anything else they might use as cover. The faster you find them all, the better you'll score!

TIP

Tap - to change the view and make obstacles such as houses and trees vanish. Can't hide from me!





Be systematic in your search for the hiding animals. Take it nice and slow, and use the Touch Screen map to keep track of where you've been. If you search the whole island and somehow missed some, you know they must be really well hidden! Time is short now, so race around and try to find that straggler.

Ore-Hunter Tours



Hunting for ore is both easy and profitable—a shovel is all you need! During these tours, sprint all around the island and smack every rock you see with your trusty shovel. Some will break apart, leaving behind a certain type of ore. Every piece of ore you pick up is worth one point, so stuff your pockets full!



At the start of these tours, Tortimer may tell you that a certain ore is worth more points than the others. Keep that in mind, and if your pockets are ever full, be sure to trade out less-valuable ore for the special kind Tortimer mentioned

NOTE

Sometimes Tortimer will also hint that there are super-rare ores on the island. Only one or two of these will be available, and they're always worth big points—but Toritmer doesn't tell you the type of ore they are. It's safe to say that if you've only found one type of ore, it's likely of the super-rare variety!



When time runs out, Tortimer peeks into your pockets and tallies up your score. Every piece of ore you're carrying is worth one point, except for any ores that provide special bonuses. Score big to earn loads of medals!

Toy Hammer Tours



When you've just got to hit something with a hammer, nothing satisfies the urge like one of these tours. Tortimer hands you a toy hammer and gives you a few minutes to whack a moving cart with it. Chase down the cart and hit it each time you get close enough. You'll stop running when swinging the hammer, so try and land a few good whacks before the cart pulls away.

TIP

The cart changes direction each time it bumps into a wall or rock. Punish the cart during these brief pauses! Be sure to take advantage whenever the cart momentarily breaks down, too.

Fossil-Finder Tours



Fossil fanatics can have great fun on these tours. Fossil-Finder islands feature two small buildings: one houses a sample of a museum exhibit; the other is just an empty room. Your mission: Recreate the sample exhibit in the empty room!



The number of fossils you must find varies with the tour's difficulty. If possible, inspect the plaque in front of each fossil in the sample room to view their names. This isn't an option during the more challenging tours, though.

TIP

No plaques? No problem! Just check out the "Museum Donations" chapter near the end of this guide for a complete catalog of every fossil, with pictures to help you identify them.



Once you know the fossils you're after, simply scour the island in search of them. Bust out your shovel at every dig spot to excavate the fossils you need.

TIP

Try to find all of the fossils before returning to the exhibit rooms. Making multiple trips for each fossil is a major time-waster!



After you've found all of the fossils, head for the empty room and display them. You must place each fossil in the exact same spot it appears in the sample room next door. You know you've placed a fossil correctly when a light briefly shines around it. Complete your exhibit in record time to rack up those medals!

MOTE

The following table shows the goals for single-player tours. The goals will be more challenging when other players are present.







Tropical Island Tours

| Tropical Island Tours | | | | | |
|----------------------------------|---------------------|------------|---|----------------------|--|
| TOUR NAME | TYPE | DIFFICULTY | GOAL | GOLD MEDAL? | |
| Advanced-Price Fishing Tour | Fishing | Elite | Use a rod and catch 20,000 Bells worth of fish in 6 minutes. | √ 1P2P3P4P | |
| All-You-Can- Catch Fishing | Fishing | Easy | Use a rod and catch three long, skinny fish (like eels) in 6 minutes. | √ 1P 2P 3P 4P | |
| All-You-Can- Grab Dive Tour | Swimming/ Diving | Easy | Swim and collect three shellfish from the sea in 5 minutes. | √ 1P2P3P4P | |
| Amateur Free- Diving Tour | Swimming/ Diving | Easy | Swim and collect three items from the sea in 5 minutes. | √ 1P 2P 3P 4P | |
| Ancient-Fish Encoun-tour | Fishing | Normal | Use a rod to catch three ancient-looking fish in 6 minutes. | √ 1P2P3P4P | |
| Beetle-Hunting Tour | Bug-Catching | Easy | Use a net to catch three beetles in 5 minutes. | √ IP 2P 3P 4P | |
| Beginner Fishing Tour | Fishing | Easy | Use a rod to catch three fish in 6 minutes. | √PP\$P4P | |
| Bug Free-for-All Tour | Bug-Catching | Normal | Use a net to catch four bugs in 5 minutes. | √ 1P 2P 3P 4P | |
| Bug Hide-and- Seek Tour | Bug-Catching | Elite | Use a net to catch five beetles and/or grass-hoppers in 7 minutes. | √ 1P 2P 3P 4P | |
| Butterfly- Discovery Tour | Bug-Catching | Easy | Use a net to catch three butterflies in 5 minutes. | √ IP 2P 3P 4P | |
| Cicada- Catching Tour | Bug-Catching | Normal | Use a net to catch four bugs in the cicada family in 5 minutes. | √ 1P2P3P4P | |
| Classic Tropical Fishing Tour | Fishing | Normal | Use a rod to catch three fish in 6 minutes. | √ IP 2P 3P 4P | |
| Crab Free- Diving Tour | Swimming/ Diving | Easy | Swim and collect three crabs from the sea in 5 minutes. | √ P 2P 3P 4P | |
| Dangerous Fishing Tour | Fishing | Normal | Use a rod to catch three dangerous fish (like sharks) in 6 minutes. | √ IP 2P 3P 4P | |
| Dragonfly- Discovery Tour | Bug-Catching | Easy | Use a net to catch three dragonflies in 5 minutes. | √ 1P 2P 3P 4P | |
| Easy Balloon- Hunt Tour | Balloon- Popping | Easy | Pop balloons and score 20 points in 5 minutes. | √ 1P 2P 3P 4P | |
| Easy Bug-Catching Tour | Bug-Catching | Easy | Use a net to catch three bugs in 5 minutes. | √IP2P3P4P | |
| Easy Fossil Finder's Tour | Fossil Finder | Easy | Dig up fossils and match the sample room's exhibit in 10 minutes. | √ 1P 2P 3P 4P | |
| Easy Gardening Tour | Gardening | Easy | Fill the flower bed with any kind of flowers in 5 minutes. | √P2P3P4P | |
| Easy Hammer Tour | Toy Hammer | Easy | Hit the cart with a toy hammer 30 times in 3 minutes. | √ 1P 2P 3P 4P | |
| Easy Hide-and- Seek Tour | Hide-and-Seek | Easy | Search the island and find all four hiding friends in 8 minutes. | √P2P3P4P | |
| Easy Item- Matching Tour | Item-Matching | Easy | Use a shovel to dig up and match six pairs of items in 5 minutes. | √ IP 2P 3P 4P | |

| Tropical Island Tours, continued | | | | |
|----------------------------------|---------------------|------------|--|----------------------|
| TOUR NAME | TYPE | DIFFICULTY | GOAL | GOLD MEDAL? |
| Easy Labyrinth Tour | Labyrinth | Easy | Search the maze and find five specific fruits in 5 minutes. | √ IP 29 3P 4P |
| Easy Ore-Hunter Tour | Ore-Hunter | Easy | Use a shovel to whack rocks and find 12 points worth of ore in 4 minutes. | √IP2P3P4P |
| Easy Scavenger Tour | Scavenger | Easy | Search houses and find all of the furniture items on your list in 6 minutes. | √P2P3P4P |
| Easy Tropical Fishing Tour | Fishing | Easy | Use a rod to catch three fish in 6 minutes. | √IP 2P 3P 4P |
| Elite Balloon- Hunt Tour | Balloon- Popping | Elite | Pop balloons and score 20 points in 5 minutes. | √ 1P2P3P4P |
| Elite-Class Fishing Tour | Fishing | Elite | Use a rod to catch four fish in 6 minutes. | √P2P3P4P |
| Elite Fossil Hunter's Tour | Fossil Finder | Elite | Dig up fossils and duplicate the sample room's exhibition in 10 minutes. | √ IP 2P 3P 4P |
| Elite Gardening Tour | Gardening | Elite | Fill the flower bed with only the indicated flower in 5 minutes. | √ 1P 2P 3P 4P |
| Elite Hammer Tour | Toy Hammer | Elite | Hit the cart with a toy hammer 30 times in 3 minutes. | √P2P3P4P |
| Elite Hide-and- Seek Tour | Hide-and-Seek | Elite | Search the island and find all four hiding friends in 8 minutes. | √ 1P 2P 3P 4P |
| Elite Item- Matching Tour | Item-Matching | Elite | Use a shovel to dig up and match 10 pairs of items in 5 minutes. | √ 1P2P3P4P |
| Elite-Market- Price-Bug-Hunt | Bug-Catching | Elite | Use a net to catch 20,000 Bells worth of bugs in 5 minutes. | √ 1P 2P 3P 4P |
| Elite Ore-Hunter Tour | Ore-Hunter | Elite | Use a shovel to whack rocks and find 20 points worth of ore in 4 minutes. | √ 1P 29 3P 4P |
| Elite Scavenger Tour | Scavenger | Elite | Search houses and find all of the furniture items on your list in 5 minutes. | √ 1P2P3P4P |
| Evening Firefly Tour | Bug-Catching | Elite | Use a net to catch five fireflies in 5 minutes. | √ P2P3P4P |
| Fall Bug Tour | Bug-Catching | Normal | Use a net to catch four "noisy" bugs (crickets, etc.) in 5 minutes. | √ 1P2P3P4P |
| Giant-Dragonfly Tour | Bug-Catching | Elite | Use a net to catch five dragonflies in 7 minutes. | √P2P3P4P |
| Gold- and Silver-Ore Tour | Ore-Hunter | Normal | Whack rocks with a shovel and find 16 points worth of ore in 4 minutes. | √ 1P 2P 3P 4P |
| Grasshopper- Catching Tour | Bug-Catching | Normal | Use a net to catch four locusts in 5 minutes. | √ 1P2P3P4P |
| High-End Seafood Tour | Swimming/ Diving | Normal | Swim and collect four "seafood ingredients" (crab, lobster, etc.) from the sea in 5 minutes. | √ 1P2P3P4P |
| Level-Up Hammer Tour | Toy Hammer | Normal | Hit the cart with a toy hammer 30 times in 3 minutes. | √ P 2P 3P 4P |





Tropical Island Tours, continued

| ı, | | Tropical Island Tours, continued | | | | |
|----|----------------------------------|----------------------------------|------------|--|-----------------------|--|
| 4 | TOUR NAME | TYPE | DIFFICULTY | GOAL | GOLD MEDAL? | |
| | Market-Price- Bug Tour | Bug-Catching | Normal | Use a net to catch 10,000 Bells worth of bugs in 5 minutes. | √ 1P 2P 3P 4P | |
| | Market-Price Fishing Tour | Fishing | Normal | Use a rod to catch 10,000 Bells worth of fish in 6 minutes. | √ 1P 2P 3P 4P | |
| | Market-Price- Seafood Tour | Swimming/ Diving | Normal | Swim and collect 5000 Bells worth of items from the sea in 5 minutes. | √ 1P 2P 3P 4P | |
| | Master Labyrinth Tour | Labyrinth | Elite | Search the maze and find all of the specific fruits in 5 minutes. | √ # 2P 3P 4P | |
| | Octopus Free- Diving Tour | Swimming/ Diving | Elite | Swim and collect five octopuses from the sea in 5 minutes. | √ 1P 2P 3P 4P | |
| | Official Balloon- Hunt Tour | Balloon- Popping | Normal | Pop balloons and score 20 points in 5 minutes. | √ (P 2P 3P 4P) | |
| 1 | Official Fossil Hunter's Tour | Fossil Finder | Normal | Dig up fossils and duplicate the sample room's exhibit in 10 minutes. | √ 1P 2P 3P 4P | |
| | Official Gardening Tour | Gardening | Normal | Fill the flower bed with the indicated type of flower in 5 minutes. | √1 22324 | |
| | Official Hide- and-Seek Tour | Hide-and-Seek | Normal | Search the island and find all four hiding friends in 8 minutes. | √ 1P2P3P4P | |
| | Official Item- Matching Tour | Item-Matching | Normal | Use a shovel to dig up items and match 8 pairs in 5 minutes. | √P2P3P4P | |
| | Official Labyrinth Tour | Labyrinth | Normal | Search the maze and find all of the indicated fruits in 5 minutes. | √ 1P2P3P4P | |
| | Official Scavenger Tour | Scavenger | Normal | Search houses and find all of the furniture items on your list in 6 minutes. | √ 1P2P3P4P | |
| | Pro-Diver's Tour | Swimming/ Diving | Elite | Swim and collect any five items from the sea in 5 minutes. | √ 1P 2P 3P 4P | |
| | Pros-Only Bug Catching | Bug-Catching | Elite | Use a net to catch five bugs in 5 minutes. | √ 12 2 3 P 4 P | |
| | Sea-Urchin Diving Tour | Swimming/ Diving | Elite | Swim and collect five urchins from the sea in 5 minutes. | √ 1P 2P 3P 4P | |
| | Seafood Free- Diving Tour | Swimming/ Diving | Normal | Swim and collect four items from the sea in 5 minutes. | √P2P3P4P | |
| | Shark-Battle Tour | Fishing | Elite | Use a rod to catch four sharks in 6 minutes. | √ IP 2P 3P 4P | |
| | Shrimp Lover's Diving Tour | Swimming/ Diving | Normal | Swim and collect four shrimp in 5 minutes. | √ 1P 2P 3P 4P | |
| | Single-Line Fishing Tour | Fishing | Elite | Use a rod to catch four tuna in 6 minutes. | √ IP 2P 3P 4P | |
| | Spider-Crab Diving Tour | Swimming/ Diving | Elite | Swim and collect five giant spider crabs from the sea in 8 minutes. | √ 1P2P3P4P | |
| | Super Luxe Seafood Tour | Swimming/ Diving | Elite | Swim and collect 8000 Bells worth of items from the sea in 5 minutes. | √ 1P 2P 3P 4P | |

Friendly Faces

More than 400 friendly characters are eager to meet you in *New Leaf*. From important town figures such as Tom Nook to special visitors like Joan and even potential neighbors, this chapter introduces you to every character in the game.

Pillars of the Community

The following characters are upstanding members of the local community. From police officers to shop owners, all major characters are covered here.

See the previous "Shops and Such" chapter for more information on the various stores and destinations mentioned in this section.

MOTE

TIP

The gifts and prizes that you receive from the special characters in this chapter cannot be bought in stores.

Blathers

This talkative owl tends the local museum at the end of Main Street. Blathers happily accepts donations of fish, bugs, art, and fossils on behalf of the museum, and can keenly identify any fossils you happen to dig up.

Booker and Copper



At some completely random point in your adventure, a neighbor will approach you and suggest that your town should have a police

station. Speak to Isabelle after having this conversation. You'll then be able to build one of two types of police station as a public works project. Once built, the station is manned by one of two paw-some officers: Booker (classic police station) or Copper (modern police station)!

Brewster

An acquaintance of Blathers, Brewster is soft-spoken pigeon with a knack for making great coffee.

Donate lots of items to the museum, and Blathers will eventually suggest building Brewster's café as a public work project!



Celeste

This cheerful young owl is Blather's younger sister, and operates the museum's second-floor gift shop. Donate lots of items to the museum, and Blathers will eventually ask you



about opening up the museum's second floor. Undergo this public work project, and once it's done, you'll be able to browse Celeste's special stock of items anytime you like!



Digby

After you buy your first home, Tom Nook will tell you about a special association called the Happy Home Academy (HHA). From this point onward, a friendly character named Digby will always be found standing in the background on Main Street. Speak with Digby anytime to visit the Happy Home Showcase—a wondrous place where fabulous models of homes from all around the globe can be ogled.



DJ K.K.

Help Dr. Shrunk open his club in your town, and you can party down to the beats of DJ K.K. almost every night. Just swing by Club LOL every night after 8 p.m. (except Saturdays, when K.K. Slider is in town). The party doesn't stop until the sun comes up!



Dr. Shrunk

This strange fellow appears in town shortly after the T&T Mart arrives. A former stage comedian, Dr. Shrunk wants to open a live venue on Main Street, and asks for your help in gathering approval signatures from around your neighborhood. Help him out, and once Club LOL is open, visit Dr. Shrunk there each day before 8 p.m. to watch his unusual comedy routine. You'll learn new jokes that let you perform cool emotes!



MOTE

See Club LOL's section in the "Shops and Such" chapter for a complete list of Dr. Shrunk's many jokes.

Gracie

This glamorous giraffe knows everything about fashion and style. After the TIY store opens on Main Street, Gracie will begin to visit your town—find her at the plaza and impress her with your incredible sense of fashion! Amaze Gracie each time she visits, and she'll eventually decide to open her exclusive boutique, GracieGrace, in your town. It won't be long now before the incredible T&T Emporium arrives, with GracieGrace appearing on the top floor!



TID

Grams

This sawy old gal runs the gift shop inside the tropical island's cabana. Participate in tour games and perform well to win medals, then trade in your medals for Grams's exotic goods.



Harriet

Spend lots of Bells at the Able Sisters' clothing store on Main Street, and a talented stylist named Harriet will eventually open a beauty salon upstairs. Visit Harriet whenever you feel like changing



your hairstyle or color. If you frequent her salon, Harriet will even begin to offer you special extras such as color contacts!

Isabelle

Unless some sort of special event is occurring, Isabelle can always be found at the town hall, eager to help with anything the locals might need. This hardworking gal serves as the mayor's secretary, and heads



up the town's most important functions, including the organization of many seasonal events held at the plaza.

K.K. Slider

A world-famous musician, K.K. Slider swoops into your area every Saturday night, taking the place of DJ K.K. to rock Club LOL with his sick guitar licks. Watch K.K.'s show every Saturday night after 8 p.m.—he'll slip yo



after 8 p.m.—he1l slip you a free copy of his latest jam after the show!

Watch lots of K.K.'s Saturday-night shows, and he'll eventually give you a personalized picture. Rock on!

Kapp'n

This salty frog has been sailing the seven seas for ages. Kapp'n appears at the jetty on the beach, but not until after Tortimer pays



the mayor player a special visit. Hand Kapp'n a paltry 1000 Bells, and he'll ferry you off to a remote tropical island where Tortimer now resides.

Katrina

A feline fortune teller with the gift of true insight, Katrina sets up shop in your town about once a week—look for her tent around the plaza. Pay Katrina a few Bells to read your fortune. She'll keenly tap into the types



of items that will bring you luck in the near future. Pay heed to Katrina's insights and you'll increase your fortune. Visit this seer many times, and you'll eventually entice her to open a fortune-telling shop on Main Street!

Animal Crossing

Kicks

Spend lots of Bells
at the Able Sisters'
shop on Main Street
so that this witty
little skunk will soon
open a small shoe
store nearby. Now
you can expand your
wardrobe with even more apparel options!

Leif

Perform lots of gardening duties around town, such as watering flowers and pulling weeds, to encourage a happy, nature-loving fellow named Leif to open a gardening store



next to the T&T Mart on Main Street. Leif sells gardening goods and will even pull all the weeds in your town for a modest fee. Leif also runs the "Weeding Day" event—see the "Seasonal Events" chapter to learn all about it!

Leila

This young turtle sits on a blanket inside the island cabana. Entertain Leila by playing a game of "shop" with her and selling off some the items you've found



around the island. Leila doesn't pay much, however, so there's little reason to play with her unless you're just feeling friendly.

Leilani

Leilani is a fun-loving turtle who runs the service counter inside the tropical island's cabana. Speak with her to set up an exciting tour game, or when you're ready to book passage back to town.



Lloyd

The town's helpful gyroid, Lloyd, sure does wear a lot of hats. Whenever a public work project is in progress, Lloyd stands a constant vigil at the job site, pumping passersby



for donations. Lloyd also assists Tortimer in running the tropical island's various tour games, and helps Luna by renting out tools in the Dream Suite.

Lyle

No one knows more about interior style and design than Lyle, the Happy Home Academy's perky representative. After you purchase your first home from Tom Nook. Lyle will appear



behind a small desk in Nook's Homes. Pop by and speak with the friendly HHA rep whenever you wish to learn your current HHA score, or to receive some free advice on how to hone your home-decorating skills.

Mabel, Sable, and Labelle

The hardworking Able Sisters run a cheerful clothing shop on Main Street. Pop by to browse their colorful selection of tops, bottoms, dresses, and accessories. Mabel helps out the customers—talk to her for help with pro designs. Sable does the knitting—



speak with her each day, and you'll eventually unlock the QR code machine! The middle sister, Labelle, vends accessories such as hats and glasses in her side room.

Mr. Resetti and Don Resetti

When things go awry in *Animal Crossing*, the temptation may exist to reset the game without saving. Beware! Power down your game without saving, and you'll get an earful from one of the Resettis the next time you play. After receiving your first scolding, you'll have to build the Reset Surveillance Center public work project in order to ensure that the Resettis are able to continue their important work.



Pelly and Phyllis



These two friendly pelicans run the post office—Pelly is present during the day, while Phyllis works nights. Pelly certainly is the more cheerful of the two, but both are quite competent at handling the town's mail.

Porter

This stalwart monkey tends the train station. Visit the station and speak to Porter whenever you wish to play online or over wifi with friends. Porter can assist you with booking trips to visit other players' towns, or with opening or closing your

opening or closing your town's gate to either allow or deny visiting players.



Reese and Cyrus



Everyone in town just loves the local recycling shop, Re-Tail. Swing by to speak with Reese, who runs the day-to-day operations. Reese can help you with making a purchase, selling unwanted items (including turnips), or putting up items for sale in the shop's flea market. Sell lots of items to Re-Tail, and Cyrus will eventually remain awake during the day, ready to help you customize your favorite furniture pieces!

Rover

He's kept away from the rails for a while, but Rover is back to his favorite hobby: riding the train all day, every day! Whenever you begin a new game or start a new character, your first experience is always a



friendly chat with Rover during the train ride into town. During this segment, the answers you give to Rover's questions determine your character's starting appearance, among other things.



See the previous "Welcome to Town!" chapter for a handy table that reveals how you'll end up appearing based on the answers you give to Rover.

Timmy and Tommy

These young raccoons are quite the sawy businessmen. At first, they run



a ramshackle shop on Main Street called Nookling Junction—but as you do more and more business with the boys (and you will!), they'll steadily upgrade their store until it grows into a thriving, three-story mega-center!

Tom Nook

This friendly raccoon runs a home renovation store on Main Street. Swing by Nook's Homes to chat with Tom about upgrading your home in a variety of ways. From adding and



expanding interior spaces to remodeling the look of your home's exterior, good ol' Tom Nook has all of your home renovation needs covered.

Tortimer

This old turtle was once the mayor of your town, but he recently retired to a gorgeous tropical island. Shortly after the mayor player purchases their first home from Tom Nook, Tortimer visits and



invites the mayor to come explore the island. From this point onward, Kapp'n will appear by the jetty, ready to ferry you off to Tortimer's tropical paradise!

Special Visitors

The following characters visit your town only on special occasions—they're not always found in town like those previously mentioned.

🔂: Indicates that the item is not for sale at any shop.

See the following "Seasonal Events" chapter for more information on the various special events mentioned in this section.

Blanca

This freaky character has no face at all—it's just totally blank! But this unusual appearance gives Blanca a unique power—the ability to impersonate anyone! Blanca visits your town every April Fool's Day, eager to stir up trouble by

impersonating each of your neighbors. Visit your neighbors in their homes and help undo Blanca's meddling!

Chip

During certain parts of the year, a friendly beaver visits your town to host a fun-filled Fishing Tourney, Grab your rod and chat with Chip at the plaza to kick off the event, then do your best to win first prize by landing the catch of the day!



Franklin

Every fall, a top-tier chef named Franklin visits your town to cook a delicious Harvest Festival feast, But Franklin can't cook without the proper ingredients, and he needs your help to find them! Do your best to help Franklin prepare a truly memorable meal.



Gulliver

It pays to visit the beach each day. Not only will you fill your pockets with Bell-earning seashells, but you just might notice an odd character washed up ashore: Gulliver! This



traveling seagull needs help remembering where he was headed. Listen to his foagy clues, and once you think you know the answer, tell Gulliver where he must have been going. No matter if you guess right or wrong, Gulliver will send you a thank-you letter the next day. The gift he includes will be more exciting if you guess correctly, though!

| 😚 Gulliver's Gifts | | | | |
|------------------------|--------|--|--|--|
| GIFT | VALUE | GOT IT? | | |
| Ayers Rock | 1,200 | √ 1P2P3P4P | | |
| Bagpipes | 1,200 | √P### | | |
| Big Ben | 1,200 | √ 10000 | | |
| Chocolate coin | 100 | √ • • • • • • • • • • • • • • • • • • • | | |
| Conical straw hat | 1,200 | √ P2P3P4P | | |
| Dala horse | 1,200 | √ 1P 2P 3P 4P | | |
| Dream catcher | 1,600 | √ 1P 2P 3P 4P | | |
| Eiffel Tower | 4,000 | √ 10 43 43 43 | | |
| Gaudí's lizard | 1,200 | √ IP 2P 3P 4P | | |
| Gladiator sandals | 1,200 | √ P 2P 3P 4P | | |
| Hula doll | 1,800 | √ 1P 2P SP 4P | | |
| Kinderdijk windmill | 1,200 | √P2FF | | |
| King Tut mask | 12,000 | √ 12 23 43 | | |
| Manneken Pis | 5,200 | √ IP 2P 3P 4P | | |



Gulliver's Gifts, continued

| W Guillver's Glics, continued | | | | | |
|-------------------------------|-------|----------------------|--|--|--|
| GIFT | VALUE | GOT IT? | | | |
| Matryoshka | 3,920 | √ 1P 2P 3P 4P | | | |
| Merlion | 9,200 | √ 1P 2P 3P 4P | | | |
| Mermaid statue | 7,600 | √1P2P3P4P | | | |
| Moai statue | 7,600 | √ 1P 2P 3P 4P | | | |
| Mouth of Truth | 7,600 | √ 1P 2P 3P 4P | | | |
| Nutcracker | 1,200 | √ 1P 2P 3P 4P | | | |
| Pagoda | 5,120 | √ IP 2P 3P 4P | | | |
| Red-tasseled lantern | 2,400 | √ IP 2P 3P 4P | | | |
| Rooster of Barcelos | 1,200 | √123 4 | | | |
| Samgyetang | 1,200 | √ IP 2P 3P 4P | | | |
| Shamrock clock | 1,800 | √ IP 2P 3P 4P | | | |
| Sitar | 1,200 | √ 1P 2P 3P 4P | | | |
| Skeleton figurine | 1,680 | √ P2P3P4P | | | |
| Statue of Liberty | 1,200 | √ IP 2P 3P 4P | | | |
| Tapestry | 800 | √ 1P 2P 3P 4P | | | |
| Tribal mask | 4,400 | √ IP TP TP TP | | | |
| Tuk-tuk | 1,200 | √ 10000 | | | |

Jack

The last day of October is a frightening time—for everyone in town dresses up in freaky costumes, and is overwhelmed by an insatiable craving for



candy! A pumpkin-headed character named Jack also visits your town during this time trade candy to Jack in exchange for special goodies. (Psst ... he likes lollipops the best!)

Jingle

Every 24th of December, a jolly reindeer named Jingle visits your town to spread joy, cheer, and presents for Toy Day! Help Jingle hand out the gifts on his list, and he'll reward you with a special Toy Day treat.



Joan

This old sow visits your town every Sunday morning. Find Joan wandering around outdoors, peddling her trademark turnips. These rare root veggies can only be bought from Joan



while she's in town on Sundays—sell them to Re-Tail during the following week, just as soon as the turnip prices spike!

Katie

Katie is a rare visitor, but you can increase the chances of meeting this adventurous young kitten by visiting lots of other towns, or by inviting lots of other players to visit your town. Katie just loves to travel, but is afraid to go



alone—escort her to the train station and speak with Porter to set up a trip to another player's town (via online or wifi connection). Katie really appreciates your company and rewards your kindness with a gift!

MOTE

You must play online at least once (visit another player's town or invite another player to visit your town) before Katie will appear in your town.

| | W Katie's Girts | | | | | |
|---|--------------------------------------|-------|----------------------|--|--|--|
| à | GIFT | VALUE | GOT IT? | | | |
| | Di <mark>gital-photo</mark> frame | 1,200 | √P### | | | |
| | Globe | 1,200 | √ IP 2P SF 4P | | | |
| | Katie's pic | 40 | √ 1P 2P 3P 4P | | | |
| | Sketchbook | 960 | √ IP 23 33 48 | | | |
| | Toy camera | 960 | √ 1P 2P 3P 4P | | | |
| | World map | 1,200 | √ 1P 2P 3P 4P | | | |

Luna

Lung runs the show at the Dream Suite—the special place you can visit to explore other player's towns in dreams. Just talk to Luna: she'll assist you with all of your Dream Suite needs



Nat

Nat is a insect enthusiast who runs the Bua-Off event during certain times of the year. Find Nat at the plaza and show him each of the buas that you manage to catch



during the event. Hand Nat the highestscoring bug, and you'll win first place! Nat also gives you the golden net when you show him your fully completed insect encyclopedia, so get out there and catch those critters.

Pascal

This colorful fellow just loves swimming around in the sea, searching for scallops. To chat with Pascal, slap on a wet suit (which you can purchase at the tropical island) and go for a swim around town. Dive and bring up a scallop, and Pascal will suddenly appear, eager to trade you a piece of rare furniture for

your latest deep-sea catch!



O Domole Ciffe

| W Pascal's Gitts | | | | | |
|----------------------|-------|----------------------|--|--|--|
| GIFT | VALUE | GOT IT? | | | |
| Anchor | 1,900 | √ 1P 2P 3P 4P | | | |
| Barrel | 800 | √ 1P 2P 3P 4P | | | |
| Helm | 1,120 | √ 1P 2P 3P 4P | | | |
| Jolly Roger | 1,600 | √ IP 2P 3P 4P | | | |
| Keg | 800 | √ P2P3P4P | | | |
| Pirate's armor | 2,400 | √ IP 2P 3P 4P | | | |
| Sea view | 4,000 | √P2PP | | | |
| Ship cannon | 1,820 | √ IP 2P 3P 4P | | | |
| Ship compass | 1,600 | √ P 2P 3P 4P | | | |
| Ship deck | 4,000 | √ IP 2P 3P 4P | | | |
| Vintage telescope | 1,880 | √ 123742 | | | |

Pavé

This flambovant peacock has a passion for two thinas: feathers and dancina! Pavé visits your town once each vear for the Festivale event Find him at the plaza, then



party with Pavé by using your net to catch colorful feathers that float in the air. Hand Pavé feathers to thrill him to no end—vou'll also receive some sweet furniture in trade!

Pete

A stalwart pelican. Pete has the important job of delivering the mail in vour town. On certain days, you might see Pete going about his sacred duty. Say "hi" to Pete when you see him out and about—he's



working hard to deliver your letters and gifts!



Phineas

This friendly fellow just loves to reward important accomplishments. Whenever you reach a significant gameplay milestone—say, filling your encyclopedia with a large variety of bugs or fish—you'll find Phineas milling about your town (his location varies). Speak to Phineas. He'll reward your accomplishments with commemorative badges!



Call up your Town Pass Card (TPC) and tap the lower-left button to view your badge collection.



Phineas's Badges

| BADGE | REQUIREMENT | GOT IT? |
|-------------------------|---|-----------------------|
| Skilled Bug Catcher | Catch 500 or more insects. | √ IP 2P 3P 4P |
| Expert Bug Catcher | Catch 2,000 or more insects. | √ |
| Master Bug Catcher | Catch 5,000 or more insects. | √ P 2 3 4 P |
| Skilled Angler | Catch 500 or more fish. | √ IP CP 3P AP |
| Expert Angler | Catch 2,000 or more fish. | √ 1P2P3P4P |
| Master Angler | Catch 5,000 or more fish. | √ 104949 |
| Skilled Diver | Catch 100 or more sea creatures. | √ 1P 2P 3P 4P |
| Pro Diver | Catch 200 or more sea creatures. | √ 1P 2P 3P 4P |
| Dive Master | Catch 1000 or more sea creatures. | √ 1P 2P 3P 4P |
| Insect Maniac | Catch 50% or more of the insect specimens. | √ 1P 29 3P 4P |
| Insect Encyclopedia | Catch 80% or more of the insect specimens. | √ 1P2P3P4P |
| Prof. of Entomology | Completely fill in your insect encyclopedia. | √ 12 2 3 P 4 P |
| Fish Maniac | Catch 50% or more of the fish specimens. | √ P 2P 3P 4P |
| Fish Encyclopedia | Catch 80% or more of the fish specimens. | √P2T# |
| Prof. of Ichthyology | Completely fill in your fish encyclopedia. | √ IP 2P 3P 4P |
| Seafood Maniac | Catch 50% or more of the deep-sea specimens. | √ IP @ 3P @P |
| Seafood Encyclopedia | Catch 80% or more of the deep-sea specimens | √ 12 2 3 2 4 2 |
| Prof. of Seafood | Completely fill-in your deep-sea catches encyclopedia. | √ IP 2P 3P 4P |
| Balloon Hunter | Shoot down 30 or more balloons in town. | √ IP 2P 3P 4P |
| Balloon Buster | Shoot down 100 or more balloons in town. | √P### |
| Balloon Master | Shoot down 200 or more balloons in town. | √ IP 2P 3P 4P |
| Bronze Medalist | Earn 300 or more medals from the tropical island's tour games. | √ 19 29 39 49 |
| Silver Medalist | Earn 1500 or more medals from the tropical island's tour games. | √ 1P2P3P4P |

| Phineas's Badges, continued | | | | | | |
|-----------------------------|---|--|--|--|--|--|
| BADGE | BADGE REQUIREMENT GOT IT? | | | | | |
| Gold Medalist | Earn 5,000 or more medals from the tropical island's tour games. | √ IP 2P 3P 4P | | | | |
| Backyard Gardener | Plant over 100 trees and flowers (from the state of a seed or sapling). | √P2P3P4P | | | | |
| Village Gardener | Plant over 250 trees and flowers (from the state of a seed or sapling). | √ 1P 2P 3P 4P | | | | |
| Gardening Specialist | Plant over 500 trees and flowers (from the state of a seed or sapling). | √ IP 2P 3P 4P | | | | |
| Weed Hunter | Pull up 500 or more weeds. | √ IP 2P 3P 4P | | | | |
| Weed Buster | Pull up 2,000 or more weeds. | √ 1P 2P 3P 4P | | | | |
| Weed Menace | Pull up 5,000 or more weeds. | √ IP 2P 3P 4P | | | | |
| Avid Bell Saver | Deposit 1,000,000 or more Bells into your post office savings account. | √P2P3P4P | | | | |
| Wealthy Bell Saver | Deposit 10,000,000 or more Bells into your post office savings account. | √ 1P 2P 3P 4P | | | | |
| Tycoon Bell Saver | Deposit 100,000,000 or more Bells into your post office savings account. | √P2P3P4P | | | | |
| Amateur Turnip Trader | Earn 500,000 Bells worth of profit in Joan's turnip trade. | √ 1P 2P 3P 4P | | | | |
| Pro Turnip Trader | Earn 3,000,000 Bells worth of profit in Joan's turnip trade. | √IP2P3P4R | | | | |
| Master Turnip Trader | Earn 10,000,000 Bells worth of profit in Joan's turnip trade. | √ Dana | | | | |
| Good Shopper | Spend more than 500,000 Bells on goods purchased at Timmy & Tommy's general store, Leif's gardening store, GracieGrace, the museum's gift shop, the Able Sisters' clothing store, Kicks shoe store, and Redd's rare-art tent (other store purchases do not count toward this goal). | √ 1223142 | | | | |
| Expert Shopper | Spend more than 2,000,000 Bells on goods purchased at Timmy & Tommy's general store, Leif's gardening store, GracieGrace, the museum's gift shop, the Able Sisters' clothing store, Kicks shoe store, and Redd's rare-art tent (other store purchases do not count toward this goal). | √ p2 50 fr | | | | |
| Master Shopper | Spend more than 5,000,000 Bells on goods purchased at Timmy & Tommy's general store, Leif's gardening store, GracieGrace, the museum's gift shop, the Able Sisters' clothing store, Kicks shoe store, and Redd's rare-art tent (other store purchases do not count toward this goal). | √ P2 30 4P | | | | |
| Refurbishing Beginner | Refurbishing 30 or more items at Re-Tail (Cyrus customization). | √P### | | | | |
| Refurbishing Expert | Refurbishing 100 or more items at Re-Tail (Cyrus customization). | √ P### | | | | |
| Refurbishing Master | Refurbishing 200 or more items at Re-Tail (Cyrus customization). | √PP## | | | | |
| Catalog Maniac Bronze | Awarded when Timmy & Tommy's shop catalog (kiosk) is 20% unlocked. | √ P2P3P4P | | | | |
| Catalog Maniac Silver | Awarded when Timmy & Tommy's shop catalog (kiosk) is 50% unlocked. | √ 1 P 2 P 3 P 4 P | | | | |
| Catalog Maniac Gold | Awarded when Timmy & Tommy's shop catalog (kiosk) is 80% unlocked. | √ 12 2 3 3 4 2 | | | | |
| Happy Homer Bronze | Earn 50,000 points or more from Lyle and the Happy Home Academy (HHA). | √ IP 29 39 4P | | | | |



Phineas's Badges, continued

| BADGE | REQUIREMENT | GOT IT? |
|--|--|----------------------|
| AND DESCRIPTION OF THE PARTY OF | Earn 100,000 points or more from Lyle and the Happy | dol II: |
| Happy Homer Silver | Home Academy (HHA). | √ 1P2P3P4P |
| Happy Homer Gold | Earn 150,000 points or more from Lyle and the Happy Home Academy (HHA). | √P2P\$P |
| K.K. Slider Fan | Watch K.K. Slider play at Club LOL on Saturday nights more than 20 times. | √ P2P3P4P |
| K.K. Slider Fanboy/Fangirl | Watch K.K. Slider play at Club LOL on Saturday nights more than 50 times. | √ ₽### |
| K.K. Slider Diehard | Watch K.K. Slider play at Club LOL on Saturday nights more than 100 times. | √ 1P 2P 3P 4P |
| Good Samaritan | Help your neighbors by performing 50 favors for them. | √ IP # 4P 4P |
| Great Samaritan | Help your neighbors by performing 100 favors for them. | √ IP 2P 3P 4P |
| Town Concierge | Help your neighbors by performing 300 favors for them. | √ IP 2P 3P 4P |
| Letter Writer | Mail 50 or more letters. | √IP 2P 3R 4P |
| Letter Author | Mail 100 or more letters. | √ IP 2P 3P 4P |
| Postmaster | Mail 200 or more letters. | √ 1P 2P 3P 4P |
| StreetPass Beginner | Get tagged via StreetPass more than 100 times. | √ 1P 2P 3P 4P |
| StreetPass Expert | Get tagged via StreetPass more than 300 times. | √ 1P 2P 3P 4P |
| StreetPass Master | Get tagged via StreetPass more than 1000 times. | √P2P\$P |
| Neighborhood Traveler | Visit a different town over 100 times. | √P2P3P4P |
| World Traveler | Visit a different town over 250 times. | √ 1P 2P 3P 4P |
| Space Traveler | Visit a different town over 500 times. | √ 1P2P3P4P |
| Good Host/ Hostess | Invite more than 50 other players to visit your town. | √ 1P 2P 3P 4P |
| Great Hostess/ Host | Invite more than 200 other players to visit your town. | √ 1P2P3P4P |
| Goodwill Ambassador | Invite more than 500 other players to visit your town. | √ IP 2P 3F 4P |
| Dreamer | Visit the Dream Suite 50 times or more. | √ 1P 2P 3P 4P |
| Heavy Sleeper | Visit the Dream Suite 200 times or more. | √ IP 2P 3P AP |
| Mr./Mrs. Sandman | Visit the Dream Suite 500 times or more. | √IP2P3P4P |
| Village Repre- sentative | Awarded when your total play time exceeds 50 hours. | √ 19294P |
| Village Leader | Awarded when your total play time exceeds 200 hours. | √ 1P 2P 3P 4P |
| Villager of Honor | Awarded when your total play time exceeds 500 hours. | √ IP 2P 3P 4P |

Redd

Be sure to check your plaza each day—Redd's tent just might be there! Enter the tent to browse Redd's fine selection of rare arlworks, including paintings and sculptures. Redd will

only part with one piece of art per visit, so pick your purchase carefully!



Check the "Museum Donations" chapter for a complete listing of every painting and sculpture Redd might offer.

CAUTION

There's a chance that the art you purchase from Redd will turn out to be fake! Carefully compare each piece that Redd offers against the images in the "Museum Donations" chapter. Look closely for subtle differences, and don't waste your Bells on those phonies!



Dynamic Painting – Real



Dynamic Painting - Fake



Mystic Statue - Real



Mystic Statue - Fake

Saharah

Having traveled from a far-off place, Saharah periodically visits your town to peddle her extraordinary fabrics. Part with a mere 3000 Bells, and Saharah will redecorate your home's main room with exotic wallpaper and flooring that you can't find anywhere else. The quality stuff you get form Saharah is well worth the price!

Saharah's Wares

| NAME | VALUE | GOT IT? |
|--------------------|--------|---|
| Ancient tile | 9,600 | √ 1P 2P 3P 4P |
| Ancient wall | 9,200 | √ IP 2P 3P 4P |
| Backgammon wall | 7,200 | √P@P# |
| Basement floor | 8,500 | √ 12 22 22 22 22 22 22 22 22 22 22 22 22 |
| Basement wall | 7,500 | √ IP ## ## |
| Bath tile | 6,800 | √ 1P 2P 3P 4P |
| Bathhouse wall | 6,000 | √ IP 2P SP (P) |
| Blue tarp | 5,600 | √ 1P 2P 3P 4P |
| Boxing-ring mat | 10,000 | √ 1P 2P 3P 4P |
| Chain-link fence | 6,400 | √ 1P 2P 3P 4P |
| Chessboard rug | 8,300 | √ 1P 2P 3P 4P |
| Classroom floor | 6,000 | √ 1P 2P 3P 4P |
| Classroom wall | 6,000 | √ 1P2P3P4P |
| Closed road | 6,500 | √ 1P 2P 3P 3P |





🔀 Saharah's Wares, cont.

| NAME | VALUE | GOT IT? | NAME | VALUE | GOT IT? |
|---------------------|-------|----------------------|-----------------|-------|------------------------------|
| Office wall | 7,000 | √ 1P 2P 3P 4P | Shoji screen | 7,500 | √ 1P 2P 3P 4P |
| Red tile | 1,680 | √ ₽### | Sidewalk | 7,800 | √ P P P P |
| Ringside | 9,000 | √ 1P 2P 3P 4P | Sporty floor | 2,000 | √ 3 3 3 3 3 3 3 3 3 3 |
| seating | | | Sporty wall | 2,000 | √ # 2P SP AP |
| Saharah's desert | 7,200 | √ IP 2P 3P 4P | Tatami | 8,500 | √ # # # # |
| Sand garden | 7,000 | √ 1P 2P 3P 4P | Tree-lined wall | 7,400 | √#2P## |
| Sandlot | 6,800 | √DMM II | Western desert | 6,800 | √ TP 2P SP AP |
| Sci-fi floor | 6,000 | √ # # # # | Western vista | 6,000 | √ 1P 2P 3P 4P |
| Sci-fi wall | 6,000 | √ # # # # # | | | |

The Snowman Family



During the winter season, when snow covers the ground, there's a chance that two small snowballs will appear in your town each day. If you walk into these snowballs, you'll roll them through the snow, making them grow bigger and bigger. Eventually, they'll be large enough for you to roll with your hands!



Hand-roll two snowballs into each other to stack them up—you'll place the ball you're rolling on top of the one you're approaching. This creates a member of the magical Snowman family!

MOTE

Only two snowballs will appear in your town each day. The snowballs may appear on opposite sides of town.

Snowball Size Chart



The type and quality of your snowmen depends on the size of the snowballs when you stack them. Roll the snowballs into each other in the following sizes, and you can create the perfect snowmen:

Snowman: 1.16-1.25 (max. size)

Snowmam: 0.86-1.0 **Snowboy:** 1.01-1.15 **Snowtyke:** 0.7-0.85

TIP

Roll your snowballs where there's no snow (like over bridges or dirt) to make them shrink if they've gotten too big.

MOTE

Luck also factors into your chances of building a perfect snowman. Pay a visit to Katrina and learn how to boost your fortune!



Once built, each member of the Snowman family magically comes to life and critiques your craftsmanship. If you rolled your snowballs perfectly, they'll shower you with compliments and make a special request of you, which can lead to prizes. The request varies, depending on the family member you've built.

MOITHAS

Each member of the Snowman family lasts just four days before melting away. Be sure to complete their tasks before they're gone!

Snowman

Roll those snowballs as big as can be, then stack them to build the Snowman family's patriarch: Snowman! This cool fellow enjoys nothing more than playing Bingo, and invites you to play a



game. Talk to Snowman each day to receive a new Bingo number—if you're lucky, you'll score a Bingo and win a prize before he melts away!

🔐 Snowman's Gifts

| | U PILOWILLEID CITCS | | | | | | | | | | |
|-----------------|---------------------|----------------------|--|--|--|--|--|--|--|--|--|
| GIFT | VALUE | GOT IT? | | | | | | | | | |
| Ski-slope wall | 1,560 | √ P2P3P4P | | | | | | | | | |
| Ski-slope floor | 1,560 | √ 1P 2P 3P 4P | | | | | | | | | |
| Bobsled | 4,800 | √P2P3P4P | | | | | | | | | |
| Curling stone | 1,600 | √ IP 2P 3P 4P | | | | | | | | | |
| Lift chair | 4,800 | √P2P3P4P | | | | | | | | | |
| Ski rack | 2,000 | √ 1P 2P 3P 4P | | | | | | | | | |
| Slalom gate | 2,400 | √ 1P 2P 3P 4P | | | | | | | | | |
| Snow machine | 5,600 | √ IP 2P 3P 4P | | | | | | | | | |
| Snowboard | 1,400 | √P2P3P4P | | | | | | | | | |
| Snowmobile | 3,600 | √ 1P 2P 3P 4P | | | | | | | | | |
| Bingo card | N/A | √ IP 2P 3P 4P | | | | | | | | | |

Snowmam

Stack your snowballs when they're about half their full potential size, and you'll build Snowmam. This frosty mom just loves snowflakes, and asks that you use your net to catch the ones you see



fluttering through the air. Use your net to nab five snowflakes, then trade them to Snowmam. for a piece of the Ice furniture series!

🔐 Snowmam's Gifts

| W SILOW | main , | OILCS |
|----------------|--------|----------------------|
| GIFT | VALUE | GOT IT? |
| Ice wall | 35,552 | √ 1P 2P 3P 4P |
| Ice floor | 35,552 | √ IP 2R SP AP |
| Ice bed | 35,552 | √ IP 2P 3P 4P |
| Ice chair | 35,552 | √ 1P 2P 3P 4P |
| Ice clock | 35,552 | √ 1P 2P 3P 4P |
| Ice closet | 35,552 | √ # # # # |
| Ice dresser | 35,552 | √ IP 27 37 47 |
| ice lamp | 35,552 | √ 1P 2P 3P 4P |
| Ice shelf | 35,552 | √ IP 2P 3P 4P |
| Ice side table | 35,552 | √ 1P 2P 3P 4P |
| Ice sofa | 35,552 | √ 1P 2P 3P 49 |
| Ice table | 35,552 | √ 1P 2P 3P 4P |
| Ice vanity | 35,552 | √ 1P 2P 3P 4P |





Snowboy

Make your snowballs just a bit smaller than their largest potential size, and you'll craft Snowboy. Build an ideal-shaped Snowboy, and he'll mail you a special gift!



😌 Snowboy's Gifts

| Snow | boy's | Gifts |
|---------------------|--------|----------------------|
| GIFT | VALUE | GOT IT? |
| Snowman wall | 35,552 | √ 1P 2P 3P 4P |
| Snowman carpet | 35,552 | √ 1P2P3P4P |
| Snowman | 12,000 | √ 1P 2P 3P 4P |
| Snowman bed | 35,552 | √ 1P 2P 3P 4P |
| Snowman chair | 35,552 | VIP 2P 3P 4P |
| Snowman clock | 35,552 | √IP 2P 3P AP |
| Snowman dresser | 35,552 | √ 122342 |
| Snowman fridge | 35,552 | √P2P3P4P |
| Snowman head | 2,664 | √ IP 2P 3P 4P |
| Snowman lamp | 35,552 | √ 1P 2P 3P 4P |
| Snowman sofa | 35,552 | √ 1P2P3P4P |
| Snowman table | 35,552 | √1P 2P 3P 4P |
| Snowman TV | 35,552 | √ 1P2P3P4P |
| Snowman vanity | 35,552 | √ P2P3P4P |
| Snowman wardrobe | 35,552 | √P2P3P4P |

Snowtyke

Small snowballs stack to form Snowtyke. This little guy yearns to be reunited with his family, even if it's only for one day. After building Snowtyke, search for snowballs on



the days to come, and do your best to stack perfect versions of the rest of the Snowman family. Bring all four family members to life before Snowtyke melts away, and the little fellow will mail you something sweet!

Snowtyke's Gifts

| GIFT | VALUE | GOT IT? |
|-----------------------|-------|----------------------|
| Sleigh | 1,200 | √ 1P 2P 3P 4P |
| Small igloo | 600 | √ 1P 2P 3P 4P |
| Snow bunny | 600 | √ 1P2P3P4P |
| Snowman matryoshka | 8,000 | √ 1P 2P 3P 4P |

Wendell

Use the Dream
Suite to visit another
player's town in
a dream. If that
player has set their
custom designs
to be shared in
their dreams, then
Wendell will appear
to you and offer to



give you that player's custom designs.

Zipper T. Bunny

This happy-go-lucky fellow brings joy to the whole town once a year, during Bunny Day! Zipper T. Bunny just loves eggs, and on Bunny Day, you can find eggs hidden all over town. Bring these treats to Zipper, and he'll



reward you with some sweet stuff!

TIP

Talk to Zipper so that he turns to show you his back. See that zipper running up the back of his bunny suit? Now you know how he gets his name!

Neighbors

More than 300 different animal neighbors can move into your town. Not all at once, of course—that would be silly! The following tables reveal important information about each potential neighbor, and you'll find this information quite helpful on various occasions.

Refer to the "Favorite Coffee" section at the end of these neighbor tables for help in determining each of your neighbor's favorite coffee ingredients. This comes in handy when working part-time for Brewster at the Roost Café—see the previous "Shops and Such" chapter for details.



TIP









Anteaters

Anteater Neighbors

| NAME | CATCH PHRASE | BIRTH Day | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | |
|----------|-----------------|--------------|----------|-----------------------|--------------------|----------------|---------------|--------------|--|--|
| Anabelle | "Snorty" | 2/16 | Aquarius | Jumping rope | Judge | 4 -B | Cute | Aloha K.K. | | |
| Annalisa | "Gumdrop" | 2/6 | Aquarius | Waking up early | Astronaut | 3-A | Iconic | King K.K. | | |
| Antonio | "Honk" | 10/20 | Libra | Playing horseshoes | Baseball player | 5-B | Basic | K.K. Faire | | |
| Cyrano | "Ah-CHOO" | 3/9 | Pisces | Whistling | Journalist | 6-B | lconic | K.K. Faire | | |
| Olaf | "Whiffa" | 5/19 | Taurus | Dancing | Dancer | 8-A | Official | K.K. Milonga | | |
| Pango | "Snooooof" | 11/9 | Scorpio | Tongue twisters | Esthetician | 4 -B | Modern | K.K. Casbah | | |

Bears

Bear Neighbors

| NAME | CATCH PHRASE | BIRTH Day | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | |
|----------|-----------------|--------------|--------|-----------------------|----------------------|----------------|---------------|------------------|--|--|
| Beardo | "Whiskers" | 9/27 | Libra | Memorizing stuff | Professor | 8-A | Official | K.K. Sonata | | |
| Charlise | "Urgh" | 4/17 | Aries | Hitting snooze | Archae- ologist | 1-B | Sporty | Mr. K.K. | | |
| Chow | "Aiya" | 7/22 | Cancer | Trivia | Chef | 6-B | Flashy | K.K. Steppe | | |
| Curt | "Fuzzball" | 7/1 | Cancer | Whistling | Carpenter | 6-A | Iconic | K.K. Lament | | |
| Dozer | "Zzzzzz" | 8/16 | Leo | Playing horseshoes | Sumo wrestler | 2-B | Basic | K.K. Lullaby | | |
| Grizzly | "Grrr" | 7/31 | Leo | Brainteasers | Photog- rapher | 6-B | Basic | K.K. Dirge | | |
| Groucho | "Grumble" | 9/15 | Virgo | Typing | Teacher | 4-B | Cute | K.K. Steppe | | |
| Klaus | "Strudel" | 3/31 | Aries | Debating | Politician | 8-A | Historical | K.K. Milonga | | |
| Nate | "Yawwwn" | 10/23 | Libra | Competitive eating | Pro wrestler | 6-B | Historical | K.K. Lullaby | | |
| Paula | "Yodelay" | 3/22 | Aries | Baton twirling | Volleyball player | 1-B | Flashy | K.K. Dixie | | |
| Pinky | "Wah" | 9/9 | Virgo | Hula dancing | Cartoonist | 4 -B | Cute | Imperial K.K. | | |
| Teddy | "Grooof" | 9/26 | Libra | Playing old maid | Police officer | 5-B | Basic | Mr. K.K. | | |



Bear Cubs

Bear Cub Neighbors

| NAME | CATCH PHRASE | BIRTH Day | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG |
|----------|-----------------|--------------|-----------|---------------------|--------------------|----------------|---------------|------------------|
| Barry | "Derp" | 3/2 | Pisces | Computing | Programmer | 2-A | Historical | My Place |
| Bluebear | "Peach" | 6/24 | Cancer | Spoon bending | Cartoonist | 4-B | Cute | K.K. Ska |
| Cheri | "Tralala" | 3/17 | Pisces | Staying positive | Marathon runner | 4-B | Sporty | K.K. Synth |
| Chester | "Rookie" | 8/6 | Leo | Trivia | Teacher | 2-B | Basic | Imperial K.K. |
| Kody | "Grah grah" | 9/28 | Libra | Eating frequently | Baseball player | 5-B | Sporty | K.K. Country |
| Maple | "Honey" | 6/15 | Gemini | Writing letters | Architect | 3-B | Basic | 1 Love You |
| Pekoe | "Bud" | 5/18 | Taurus | Doodling | Esthetician | 3-B | lconic | Imperial K.K. |
| Poncho | "Li'l bear" | 1/2 | Capricorn | Making puns | Astronaut | 5-B | Basic | K.K. Condor |
| Pudge | "Pudgy" | 6/11 | Gemini | Blowing bubbles | Chef | 2-B | Historical | Rockin' K.K. |
| Stitches | "Stuffin" | 2/10 | Aquarius | Forgetting stuff | Lawyer | 2-B | Flashy | K.K. Lullaby |
| Tammy | "Ya heard" | 6/23 | Cancer | Staying positive | Movie director | 1-A | Modern | K.K. Disco |
| Vladimir | "Nyet" | 8/2 | Leo | Belly dancing | Movie director | 6-B | Flashy | Agent K.K. |

Birds











Bird Neighbors

| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG |
|---------|-----------------|--------------|-------------|------------------------|--------------------|----------------|---------------|-----------------|
| Anchovy | "Chuurp" | 3/4 | Pisces | Remembering stuff | Explorer | 2-B | Flashy | K.K. Ragtime |
| Jacques | "Zut alors" | 6/22 | Cancer | Beat boxing | Singer | 8-A | Flashy | K.K. House |
| Jay | "Heeeeeyy" | 7/17 | Cancer | Tongue twisters | Race car driver | 5-B | Sporty | K.K. Waltz |
| Jitters | "Bzzert" | 2/2 | Aquarius | Playing catch | Soccer player | 5-B | Sporty | K.K. Samba |
| Lucha | "Cacaw" | 12/12 | Sagittarius | Making faces | Pro wrestler | 8-A | Sporty | K.K. Western |
| Midge | "Tweedledee" | 3/12 | Pisces | Tongue twisters | Artist | 3-B | Iconic | K.K. Lullaby |
| Peck | "Crunch" | 7/25 | Leo | Rock paper scissors | Firefighter | 5-A | Sporty | Forest Life |
| Robin | "La-di-da" | 12/4 | Sagittarius | Skimming books | Dermatologist | 7-B | Official | K.K. Bossa |
| Sparro | "Like whoa" | 11/20 | Scorpio | Playing poker | Musician | 2-A | Historical | Steep Hill |
| Twiggy | "Cheepers" | 7/13 | Cancer | Spoon bending | Dentist | 4-B | Flashy | K.K. Calypso |

Bulls

Bull Neighbors

| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | |
|--------|-----------------|--------------|-----------|------------------------|----------------|----------------|------------------|---------------------|--|--|--|
| Angus | "Macmoo" | 4/30 | Taurus | Doing handstands | Forest ranger | 6-B | Rock 'n' roll | Señor K.K. | | | |
| Coach | "Stubble" | 4/29 | Taurus | Eating quickly | Fisherman | 5-A | Sporty | Marine Song 2001 | | | |
| Rodeo | "Chaps" | 10/29 | Scorpio | Spoon bending | Astronaut | 2-B | Historical | Stale Cupcakes | | | |
| T-Bone | "Moocher" | 5/20 | Taurus | Pretending to sleep | Police officer | 2-B | Historical | K.K. Steppe | | | |
| Vic | "Cud" | 12/29 | Capricorn | Doing push-ups | Archaeologist | 6-A | Historical | Lucky K.K. | | | |

Cats

Cat Neighbors

| Cat Neighbors | | | | | | | | | | |
|---------------|-----------------|--------------|-------------|------------------------|-------------------|----------------|------------------|---------------------|--|--|
| NAME | CATCHP HRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | |
| Ankha | "Me meow" | 9/22 | Virgo | Playing poker | Astronaut | 7-B | Historical | Marine Song 2001 | | |
| Bob | "Pthhpth" | 1/1 | Capricorn | Yo-Yoing | Detective | 2-B | Flashy | K.K. Ragtime | | |
| Felicity | "Mimimi" | 3/30 | Aries | Rock paper scissors | Swimmer | 4-B | Cute | K.K. Lullaby | | |
| Kabuki | "Meooo-OH" | 11/29 | Sagittarius | Drawing circles | Actor | 6-B | Historical | K.K. Folk | | |
| Katt | "Purrty" | 4/27 | Taurus | Playing old maid | Swimmer | 1-A | Rock 'n' roll | Surfin' K.K. | | |
| Kid Cat | "Psst" | 8/1 | Leo | Sprinting | Superhero | 5-B | Sporty | Go K.K. Rider! | | |
| Kiki | "Kitty cat" | 10/8 | Libra | Fishing | Writer | 3-B | Basic | K.K. Country | | |
| Kitty | "Mrowrr" | 2/15 | Aquarius | Writing letters | CEO | 7-B | Official | K.K. Étude | | |
| Lolly | "Bonbon" | 3/27 | Aries | Peeling apples | Chef | 3-B | Basic | K.K. Stroll | | |
| Merry | "Mweee" | 6/29 | Cancer | Vaulting | Figure skater | 4-B | Cute | DJ K.K. | | |
| Mitzi | "Mew" | 9/25 | Libra | Hula dancing | Lawyer | 3-B | Historical | K.K. Swing | | |
| Moe | "Myawn" | 1/12 | Capricorn | Fishing | CEO | 2-B | Sporty | K.K. Ragtime | | |
| Monique | "Pffffff" | 9/30 | Libra | Juggling | Drummer | 7-B | Ornate | K.K. Swing | | |
| Olivia | "Purrr" | 2/3 | Aquarius | Brainteasers | Drummer | 7-B | Modern | Two Days Ago | | |
| Punchy | "Mrmpht" | 4/11 | Aries | Staying awake | Cartoonist | 2-B | Basic | K.K. Love Song | | |
| Purrl | "Kitten" | 5/29 | Gemini | Writing backward | Movie director | 7-B | Iconic | K.K. Swing | | |
| Rosie | "Silly" | 2/27 | Pisces | Karaoke | Movie star | 4-A | Cute | Bubblegum K.K. | | |
| Rudy | "Mush" | 12/20 | Sagittarius | Cramming for tests | Artist | 5-A | Sporty | The K. Funk | | |
| Stinky | "GAAННН" | 8/17 | Leo | Chugging milk | Rugby player | 5-B | Sporty | Go K.K. Rider! | | |
| Tabby | "Me-WOW" | 8/13 | Leo | Telling jokes | Tennis player | 4-B | Sporty | To the Edge | | |
| Tangy | "ReeeeOWR" | 6/17 | Gemini | Doing handstands | Hair stylist | 4-B | Flashy | K.K. Island | | |
| Tom | "Me-YOWZA" | 12/10 | Sagittarius | Doing chin-ups | Guitarist | 6-B | Rock 'n' roll | K.K. Rally | | |



Chickens

Chicken Neighbors

| Chicken Neighbors | | | | | | | | | | | |
|-------------------|-----------------|--------------|-------------|---------------------|------------------|----------------|---------------|-------------------|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | |
| Ava | "Beaker" | 4/28 | Taurus | Peeling apples | Pastry chef | 3-B | Official | K.K. Country | | | |
| Becky | "Chicklet" | 12/9 | Sagittarius | Writing letters | Singer | 7-B | Ornate | K.K. Aria | | | |
| Benedict | "Uh-hoo" | 10/10 | Libra | Remembering stuff | Poet | 2-B | Historical | I Love You | | | |
| Broffina | "Cluckadoo" | 10/24 | Scorpio | Typing | Translator | 7-A | Flashy | K.K. Flamenco | | | |
| Egbert | "Doodle-duh" | 10/14 | Libra | Cramming for tests | Astronaut | 2-B | Historical | K.K. Technopop | | | |
| Goose | "Buh-kay" | 10/4 | Libra | Waking up early | Soccer player | 5-B | Basic | K.K. Country | | | |
| Ken | "No doubt" | 12/23 | Capricorn | Clearing my plate | Architect | 8-A | Iconic | Comrade K.K. | | | |
| Knox | "Cluckling" | 11/23 | Sagittarius | Calculating tips | Firefighter | 6-B | lconic | K.K. Aria | | | |

Cows

Cow Neighbors

| | CON 11019112012 | | | | | | | | | | | |
|--------|-----------------|--------------|--------|--------------------|----------------|----------------|---------------|--------------|--|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | | |
| Patty | "How-now" | 5/10 | Taurus | Competitive eating | Pastry chef | 4-B | Modern | K.K. Calypso | | | | |
| Tipper | "Pushy" | 8/25 | Virgo | Staying up late | Violinist | 7-B | Flashy | Soulful K.K. | | | | |
| Yoko | "Moolah" | 2/28 | Pisces | Photography | Designer | 7-A | Modern | K.K. Milonga | | | | |

Crocodiles

Crocodile Neighbors

| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG |
|---------|-----------------|--------------|----------|---------------------|----------------|----------------|------------------|-------------------|
| Alfonso | "lt'sa me" | 6/9 | Gemini | Fishing | Cartoonist | 2-B | Basic | Forest Life |
| Alli | "Graaagh" | 11/8 | Scorpio | Yo-Yoing | Stylist | 7-B | Ornate | K.K. Chorale |
| Del | "Gronk" | 5/27 | Gemini | Subsistence living | Firefighter | 6-B | Sporty | K.K. March |
| Drago | "Burrrn" | 2/12 | Aquarius | Blowing bubbles | Pilot | 2-A | Iconic | Imperial K.K. |
| Gayle | "Snacky" | 5/17 | Taurus | Hula dancing | Gymnast | 3-A | Cute | Bubblegum K.K. |
| Sly | "Hoo-rah" | 11/15 | Scorpio | Pretending to sleep | Explorer | 5-A | Rock 'n' roll | K.K. Safari |





Deer

Deer Neighbors

| 7 | | | | | | _ | | |
|-------|-----------------|--------------|---------|------------------|---------------|----------------|------------------|------------------|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG |
| Bam | "Boosh" | 11/7 | Scorpio | Backflipping | Soccer player | 5-A | Sporty | DJ K.K. |
| Beau | "Saltlick" | 4/5 | Aries | Staying awake | Mayor | 2-A | Basic | Mountain Song |
| Bruce | "Gruff" | 5/26 | Gemini | Memorizing stuff | Pro golfer | 6-A | Rock 'n' roll | K.K. Blues |



Deer Neighbors, continued

| | | | Deer IA | eignbors | , continu | .ea | | |
|---------|-----------------|--------------|-----------|-----------------------|----------------|----------------|------------------|-------------------|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG |
| Deirdre | "Whatevs" | 5/4 | Taurus | Tiptoeing | Journalist | 1-A | Historical | K.K. Cruisin' |
| Diana | "No doy" | 1/4 | Capricorn | Playing poker | Dermatologist | 7-A | Iconic | Stale Cupcakes |
| Erik | "Chow down" | 7/27 | Leo | Playing horseshoes | Carpenter | 2-A | Basic | Neapolitan |
| Fauna | "Dearie" | 3/26 | Aries | Mental math | Teacher | 3-A | Basic | K.K. Stroll |
| Fuschia | "Girlfriend" | 9/19 | Virgo | Home repair | Makeup artist | 1-A | Rock 'n' roll | K.K. Rock |
| Lopez | "Buckaroo" | 8/20 | Leo | Debating | CEO | 6-A | Flashy | K.K. Milonga |
| Zell | "Shazam" | 6/7 | Gemini | Calculating tips | Movie director | 8-A | Modern | K.K. D & B |

Dogs

Dog Neighbors

| | Dog Neighbors | | | | | | | | | | | | |
|----------|-----------------|--------------|-------------|---------------------|--------------------|----------------|------------------|-----------------|--|--|--|--|--|
| NAME | CATCH PHRASE | BIRTH Day | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | | | |
| Benjamin | "Alrighty" | 8/3 | Leo | Brainteasers | Archae- ologist | 2-A | Historical | Wandering | | | | | |
| Biskit | "Dawg" | 5/13 | Taurus | Hitting snooze | Architect | 2-B | Basic | K.K. Mambo | | | | | |
| Bones | "Yip yip" | 8/4 | Leo | Telling jokes | Explorer | 2-B | Historical | Forest Life | | | | | |
| Butch | "ROOOOOWF" | 11/1 | Scorpio | Air guitar | Race car driver | 6-B | Sporty | K.K. Fusion | | | | | |
| Cherry | "What what" | 5/11 | Taurus | Waking up early | Dancer | 1-A | Rock 'n' roll | K.K. Fusion | | | | | |
| Cookie | "Arfer" | 6/18 | Gemini | Dancing | Actor | 4-B | Cute | DJ K.K. | | | | | |
| Daisy | "Bow-WOW" | 11/16 | Scorpio | Making budgets | Archae- ologist | 3-B | Basic | K.K. Soul | | | | | |
| Goldie | "Woof" | 12/27 | Capricorn | Dusting | Dentist | 3-B | Basic | K.K. Bossa | | | | | |
| Lucky | "Rrr-owch" | 11/4 | Scorpio | Forgetting stuff | Doctor | 2-B | Flashy | K.K. Dirge | | | | | |
| Mac | "Woo woof" | 11/11 | Scorpio | Doing chin-ups | Boxer | 5-B | Sporty | My Place | | | | | |
| Marcel | "Non" | 12/31 | Capricorn | Eating frequently | Artist | 2-B | Iconic | Comrade K.K. | | | | | |
| Portia | "Ruffian" | 10/25 | Scorpio | Photography | Stylist | 7-B | Modern | Café K.K. | | | | | |
| Shep | "Baaa man" | 11/24 | Sagittarius | Speed reading | Professor | 8-A | Historical | K.K. Reggae | | | | | |
| Walker | "Wuh" | 6/10 | Gemini | Clearing my plate | Photog- rapher | 2-B | Historical | Two Days Ago | | | | | |

Ducks

Duck Neighbors

| | Duck Neighbors | | | | | | | | | | | | |
|--------|-----------------|--------------|----------|------------------------|--------------------|----------------|---------------|----------------|--|--|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | | | |
| Bill | "Quacko" | 2/1 | Aquarius | Bunting | Race car driver | 5-A | Sporty | King K.K. | | | | | |
| Deena | "Woowoo" | 6/27 | Cancer | Blowing bubbles | Illustrator | 3-B | Modern | Mr. K.K. | | | | | |
| Derwin | "Derrrr" | 5/25 | Gemini | Brainteasers | Doctor | 2-B | Official | The K. Funk | | | | | |
| Drake | "Quacko" | 6/25 | Cancer | Rock paper scissors | Cartoonist | 2-B | Modern | K.K. Blues | | | | | |



Duck Neighbors, continued

| | | | | | | _ | | Data Iverginors, concernaca | | | | | | | | | | | | |
|----------|-----------------|--------------|-----------|-----------------------|--------------------|----------------|---------------|-----------------------------|--|--|--|--|--|--|--|--|--|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | | | | | | | | | | |
| Freckles | "Ducky" | 2/19 | Pisces | Staying awake | Pharmacist | 4-B | Flashy | K.K. Song | | | | | | | | | | | | |
| Gloria | "Quacker" | 8/12 | Leo | Boardgames | Stylist | 7-B | Ornate | K.K. Milonga | | | | | | | | | | | | |
| Joey | "Bleeeeeck" | 1/3 | Capricorn | Blowing bubbles | Sumo wrestler | 2-B | Basic | K.K. Calypso | | | | | | | | | | | | |
| Maelle | "Duckling" | 4/8 | Aries | Stomping around | Makeup artist | 7-B | Modern | Café K.K. | | | | | | | | | | | | |
| Mallary | "Quackpth" | 11/17 | Scorpio | Debating | Esthetician | 7-B | Modern | K.K. Bossa | | | | | | | | | | | | |
| Miranda | "Quackulous" | 4/23 | Taurus | Subsistence living | Model | 7-B | Ornate | K.K. Sonata | | | | | | | | | | | | |
| Molly | "Quackidee" | 3/7 | Pisces | Drawing circles | Florist | 3-A | Official | K.K. Ballad | | | | | | | | | | | | |
| Pate | "Quackle" | 2/23 | Pisces | Pretending to sleep | Archae- ologist | 4-B | Modern | K.K. Steppe | | | | | | | | | | | | |
| Pompom | "Rah rah" | 2/11 | Aquarius | Trivia | CEO | 4-B | Cute | K.K. Jazz | | | | | | | | | | | | |
| Quilliam | "Ridukulous" | 12/22 | Capricorn | Skimming books | Musician | 8-A | Sporty | K.K. Groove | | | | | | | | | | | | |
| Scoot | "Zip zoom" | 6/13 | Gemini | Climbing trees | Rugby player | 5-B | Sporty | Marine Song 2001 | | | | | | | | | | | | |

Eagles

Eagle Neighbors

| | Eagle Neighbors | | | | | | | | | | | | |
|----------|-----------------|--------------|-------------|---------------------|-------------------|----------------|------------------|-------------|--|--|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | | | |
| Amelia | "Cuz" | 11/19 | Scorpio | Playing poker | Lawyer | 7-B | Ornate | K.K. Condor | | | | | |
| Apollo | "Pah" | 7/4 | Cancer | Staying up late | Pilot | 6-B | Rock 'n' roll | K.K. Rock | | | | | |
| Avery | "Skree-haw" | 2/22 | Pisces | Skimming books | Professor | 6-B | Iconic | K.K. Condor | | | | | |
| Celia | "Feathers" | 3/25 | Aries | Brainteasers | Florist | 3-A | Cute | K.K. Aria | | | | | |
| Frank | "Crushy" | 7/30 | Leo | Pretending to sleep | Teacher | 6-B | Rock 'n' roll | K.K. Casbah | | | | | |
| Keaton | "Wingo" | 6/1 | Gemini | Tongue twisters | Musician | 8-A | Flashy | K.K. Moody | | | | | |
| Pierce | "Hawkeye" | 1/8 | Capricorn | Playing catch | Rugby player | 5-B | Sporty | K.K. Étude | | | | | |
| Sterling | "Skraaaaw" | 12/11 | Sagittarius | Doing chin-ups | Police officer | 5-B | Historical | Lucky K.K. | | | | | |

Elephants

Elephant Neighbors

| | Liepitane neighbors | | | | | | | | | | | | |
|---------|---------------------|--------------|-------------|--------------------|----------------------|----------------|---------------|---------------|--|--|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | | | |
| Axel | "WHONK" | 3/23 | Aries | Competitive eating | Basketball player | 5-B | Sporty | K.K. Dixie | | | | | |
| Big Top | "Villain" | 10/3 | Libra | Tiptoeing | Superhero | 2-B | Basic | K.K. Lullaby | | | | | |
| Dizzy | "Woo-oo" | 7/14 | Cancer | Chugging milk | Journalist | 2-B | Basic | K.K. Gumbo | | | | | |
| Eloise | "Tooooot" | 12/8 | Sagittarius | Memorizing stuff | Painter | 7-B | Official | K.K. Jazz | | | | | |
| Margie | "Tootie" | 1/28 | Aquarius | Playing old maid | Pastry chef | 3-B | Iconic | K.K. Bossa | | | | | |
| Opal | "Snoot" | 1/20 | Aquarius | Memorizing stuff | Doctor | 7-B | Official | Forest Life | | | | | |
| Tia | "Teacup" | 11/18 | Scorpio | Writing letters | Dentist | 3-A | Cute | K.K. Marathon | | | | | |
| Tucker | "Fuzzers" | 9/7 | Virgo | Oversleeping | Archae- oloaist | 2-A | Iconic | K.K. Safari | | | | | |

Frogs

Frog Neighbors

| | r rog neighbors | | | | | | | | | | | | |
|----------|-----------------|--------------|-------------|-----------------------|------------------|----------------|------------------|-------------------|--|--|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | | | |
| Camofrog | "Ten-hut" | 6/5 | Gemini | Playing jacks | Pilot | 6-B | Rock 'n' roll | K.K. Rock | | | | | |
| Cousteau | "Oui oui" | 12/17 | Sagittarius | Telling jokes | CEO | 5-B | Iconic | Imperial K.K. | | | | | |
| Croque | "As if" | 7/18 | Cancer | Bunting | Architect | 6-A | Iconic | K.K. Jongara | | | | | |
| Diva | "Ya know" | 10/2 | Libra | Home repair | Hair stylist | 1-A | Ornate | K.K. Bazaar | | | | | |
| Drift | "Brah" | 10/9 | Libra | Yo-Yoing | Tycoon | 5-B | Flashy | K.K. Country | | | | | |
| Frobert | "Fribbit" | 2/8 | Aquarius | Eating quickly | Artist | 5-B | Sporty | My Place | | | | | |
| Gigi | "Ribbette" | 8/11 | Leo | Subsistence living | President | 7-B | Ornate | Only Me | | | | | |
| Henry | "Snoozit" | 9/21 | Virgo | Oversleeping | Writer | 2-A | Basic | K.K. Soul | | | | | |
| Jambette | "Croak-kay" | 10/27 | Scorpio | Ventriloquism | Artist | 3-B | Modern | K.K. Country | | | | | |
| Jeremiah | "Nee-deep" | 7/8 | Cancer | Hitting snooze | Writer | 2-B | Basic | K.K. Mambo | | | | | |
| Lily | "Zzrrbbitt" | 2/4 | Aquarius | Calligraphy | Lawyer | 3-B | Cute | K.K. Salsa | | | | | |
| Prince | "Burrup" | 7/21 | Cancer | Playing old maid | Carpenter | 2-B | Historical | To the Edge | | | | | |
| Puddles | "Splish" | 1/13 | Capricorn | Limboing | Tennis player | 4-B | Ornate | K.K. Ballad | | | | | |
| Ribbot | "Toady" | 2/13 | Aquarius | Ventriloquism | Astronaut | 5-B | Flashy | Go K.K. Rider! | | | | | |
| Wart Jr. | "Grr-ribbit" | 8/21 | Leo | Writing backward | Detective | 6-B | Historical | To the Edge | | | | | |

Goats

Goat Neighbors

| | Goat Neighbors | | | | | | | | | | | |
|----------|-----------------|--------------|-----------|-----------------------|----------------|----------------|---------------|-------------------------|--|--|--|--|
| NAME | CATCH PHRASE | BIRTH Day | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | | |
| Chevre | "La baa" | 3/6 | Pisces | Calculatingtips | Teacher | 3-B | Cute | K.K. Chorale | | | | |
| Gruff | "Bleh eh eh" | 8/29 | Virgo | Staying up late | Musician | 6-B | Historical | K.K. Ba z aar | | | | |
| Kidd | "Wut" | 6/28 | Cancer | Blowing bubbles | Hair stylist | 8-B | Official | Comrade K.K. | | | | |
| Nan | "Kid" | 8/24 | Virgo | Playing horseshoes | Illustrator | 3-B | Basic | K.K. Étude | | | | |
| Pashmina | "Kidders" | 12/26 | Capricorn | Eating frequently | Pro golfer | 1-A | Modern | K.K. Tango | | | | |
| Velma | "Blih" | 1/14 | Capricorn | Speed reading | Lawyer | 7-B | Official | K.K. Étude | | | | |





Gorillas

Gorilla Neighbors

| NAME | CATCH PHRASE | BIRTH Day | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | |
|--------|-----------------|--------------|-------------|--------------------|----------------------|----------------|---------------|-------------------|--|--|--|
| Al | "Ауууеее" | 10/18 | Libra | Jumping rope | Journalist | 2-B | Basic | Steep Hill | | | |
| Boone | "Baboom" | 9/12 | Virgo | Dancing | Rugby player | 5-B | Iconic | K.K. Western | | | |
| Cesar | "Highness" | 9/6 | Virgo | Vaulting | Basketball player | 6-B | Historical | K.K. Lament | | | |
| Hans | "Groovy" | 12/5 | Sagittarius | Spoon bending | Painter | 8-A | Official | K.K. D & B | | | |
| Peewee | "Li'l dude" | 9/11 | Virgo | Karaoke | Pro wrestler | 6-B | Sporty | K.K. Rally | | | |
| Rocket | "Vroom" | 4/14 | Aries | Cramming for tests | Swimmer | 1-B | Sporty | K.K. Adventure | | | |
| Violet | "Sweatie" | 9/1 | Virgo | Blowing bubbles | Pharmacist | 7-B | Historical | K.K. Faire | | | |

Hamsters

Hamster Neighbors

| Hamster Neighbors | | | | | | | | | | | | |
|-------------------|-----------------|--------------|----------|---------------------|--------------------|----------------|---------------|-------------------|--|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | | |
| Apple | "Cheekers" | 9/24 | Libra | Karaoke | Movie star | 4-A | Cute | I Love You | | | | |
| Clay | "Thump" | 10/19 | Libra | Writing backward | Archae- ologist | 2-A | Historical | K.K. Safari | | | | |
| Flurry | "Powderpuff" | 1/30 | Aquarius | Peeling apples | Superhero | 3-A | Iconic | Hypno K.K. | | | | |
| Graham | "Indeed" | 6/20 | Gemini | Computing | Writer | 8-A | Historical | Bubblegum K.K. | | | | |
| Hamlet | "Hammie" | 5/30 | Gemini | Limboing | Soccer player | 5-A | Basic | K.K. Reggae | | | | |
| Hamphrey | "Snort" | 2/25 | Pisces | Eating quickly | Fisherman | 6-A | Historical | K.K. Rally | | | | |
| Rodney | "Le ham" | 11/10 | Scorpio | Hitting snooze | Chef | 8-A | Flashy | K.K. Bazaar | | | | |
| Soleil | "Tarnation" | 8/9 | Leo | Skimming books | Translator | 7-A | Modern | K.K. Oasis | | | | |

Hippopotamuses

Hippopotamus Neighbors

| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | |
|---------|-----------------|--------------|-----------|--------------------|----------------------|----------------|------------|--------------|--|--|--|
| Bertha | "Bloop" | 4/25 | Taurus | Drawing circles | Lawyer | 3-B | Iconic | Hypno K.K. | | | |
| Biff | "Squirt" | 3/29 | Aries | Limboing | Basketball player | 5-B | Flashy | The K. Funk | | | |
| Bubbles | "Hipster" | 9/18 | Virgo | Limboing | Volleyball player | 4-B | Sporty | K.K. Stroll | | | |
| Harry | "Beach bum" | 1/7 | Capricorn | Tongue twisters | Fisherman | 6-B | Historical | K.K. Calypso | | | |
| Hippeux | "Natch" | 10/15 | Libra | Juggling | Actor | 8-A | Ornate | K.K. Moody | | | |
| Rocco | "Hippie" | 8/18 | Leo | Making puns | Boxer | 6-B | Iconic | K.K. Lament | | | |

Horses

Horse Neighbors

| | 11015e Neighbors | | | | | | | | | | | |
|----------|------------------|--------------|-------------|-----------------------|----------------------|----------------|------------------|-------------------|--|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | | |
| Annalise | "Nipper" | 12/2 | Sagittarius | Brainteasers | Chef | 7-B | Official | K.K. Sonata | | | | |
| Buck | "Pardner" | 4/4 | Aries | Vaulting | Basketball player | 5-B | Sporty | My Place | | | | |
| Clyde | "Clip clawp" | 5/1 | Taurus | Pretending to sleep | Superhero | 2-B | Flashy | K.K. Dixie | | | | |
| Colton | "Check it" | 5/22 | Gemini | Playing poker | Model | 8-A | Ornate | Only Me | | | | |
| Ed | "Greenhorn" | 9/16 | Virgo | Juggling | Singer | 5-B | Flashy | K.K. Ballad | | | | |
| Elmer | "Tenderfoot" | 10/5 | Libra | Playing old maid | Police officer | 2-B | Basic | K.K. Waltz | | | | |
| Julian | "Glitter" | 3/15 | Pisces | Speed reading | Designer | 8-A | Ornate | Stale Cupcakes | | | | |
| Papi | "Haaay" | 1/10 | Capricorn | Ventril- oquism | Cartoonist | 2-A | Basic | Hypno K.K. | | | | |
| Peaches | "Neighbor" | 11/28 | Sagittarius | Fishing | Florist | 3-B | Cute | K.K. Song | | | | |
| Roscoe | "Nay" | 6/16 | Gemini | Making crafts | Lawyer | 6-B | Rock 'n' roll | K.K. Dirge | | | | |
| Savannah | "Y'all" | 1/25 | Aquarius | Calculating tips | Tour guide | 3-B | Modern | Forest Life | | | | |
| Victoria | "Sugar cube" | 7/11 | Cancer | Playing horseshoes | Marathon runner | 4-B | Sporty | K.K. Country | | | | |
| Winnie | "Hay-OK" | 1/31 | Aquarius | Tiptoeing | Volleyball player | 4-B | Modern | My Place | | | | |

Kangaroos

Kangaroo Neighbors

| Kangaroo Neighbors | | | | | | | | | | | |
|--------------------|-----------------|--------------|-------------|------------------------|----------------|----------------|------------------|-------------------|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | |
| Astrid | "My pet" | 9/8 | Virgo | Karaoke | Singer | 7-B | Rock 'n' roll | I Love You | | | |
| Kilt | "Child" | 10/11 | Libra | Whistling | Cartoonist | 3-B | Official | K.K. Chorale | | | |
| Marcie | "Pouches" | 5/31 | Gemini | Memorizing stuff | Teacher | 3-A | Cute | K.K. Aria | | | |
| Mathilda | "Wee baby" | 11/12 | Scorpio | Pretending to sleep | Writer | 7-B | Rock 'n' roll | K.K. Ragtime | | | |
| Rooney | "Punches" | 12/1 | Sagittarius | Doing push-ups | Boxer | 6-A | Sporty | K.K. Adventure | | | |
| Skip | "Pockets" | 4/24 | Taurus | Rock paper scissors | Carpenter | 6-A | Iconic | Agent K.K. | | | |
| Sylvia | "Joey" | 5/3 | Taurus | Playing jacks | Tour guide | 1-B | Ornate | Rockin' K.K. | | | |

Koalas

Koala Neighbors

| | NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | |
|---|----------|-----------------|--------------|---------|------------------|---------------|----------------|------------------|---------------|--|--|--|
| Ī | Alice | "Guvnor" | 8/19 | Leo | Photography | Stylist | 3-B | Cute | Surfin' K.K. | | | |
| | Canberra | "Nuh uh" | 5/14 | Taurus | Making faces | Tennis player | 1-A | Sporty | K.K. House | | | |
| | Lyman | "Chips" | 10/12 | Libra | Forgetting stuff | Astronaut | 2-A | Official | K.K. Island | | | |
| | Melba | "Toasty" | 4/12 | Aries | Yo-Yoing | Lawyer | 3-B | Basic | K.K. Ragtime | | | |
| | Ozzie | "Ol' bear" | 5/7 | Taurus | Baton twirling | Pro golfer | 2-B | Iconic | Mr. K.K. | | | |
| | Sonny | "Yeah buddy" | 10/26 | Scorpio | Rapping | Guitarist | 8-A | Rock 'n' roll | K.K. Cruisin' | | | |



Koala Neighbors, continued

| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG |
|--------|-----------------|--------------|--------|---------------------|-------------|----------------|---------------|--------------|
| Sydney | "Sunshine" | 6/21 | Gemini | Chopping vegetables | Translator | 3-B | Iconic | K.K. Country |
| Yuka | "Tsk tsk" | 7/20 | Cancer | Staying up late | Journalist | 7-B | Modern | Soulful K.K. |

Lions

Lion Neighbors

| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | |
|--------|-----------------|--------------|--------|--------------------|----------------|----------------|------------|---------------------|--|--|--|
| Bud | "Maaan" | 8/8 | Leo | Rapping | Singer | 5-B | Sporty | K.K. Ska | | | |
| Elvis | "Unh-hunh" | 7/23 | Leo | Competitive eating | Tycoon | 6-B | Ornate | K.K. Casbah | | | |
| Lionel | "Precisely" | 7/29 | Leo | Drawing circles | Professor | 8-A | Historical | K.K. Moody | | | |
| Mott | "Cagey" | 7/10 | Cancer | Mental math | Lawyer | 5-B | Iconic | Marine Song 2001 | | | |
| Rory | "Capital" | 8/7 | Leo | Tiptoeing | Firefighter | 5-A | Iconic | K.K. Faire | | | |

Monkeys

Monkey Neighbors

| allocative y a teagation to | | | | | | | | | | | |
|-----------------------------|-----------------|--------------|-------------|-------------------|-------------------|----------------|---------------|------------------|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | |
| Deli | "Monch" | 5/24 | Gemini | Jumping rope | Musician | 2-A | Iconic | K.K. Marathon | | | |
| Elise | "Puh-lease" | 3/21 | Aries | Mental math | Archaeologist | 7-B | Official | Neapolitan | | | |
| Flip | "Rerack" | 11/21 | Scorpio | Climbing trees | Pro golfer | 5-A | Sporty | K.K. Rally | | | |
| Monty | "G'tang" | 12/7 | Sagittarius | Yo-Yoing | Detective | 6-B | Iconic | Pondering | | | |
| Nana | "Po po" | 8/23 | Virgo | Making crafts | Judge | 3-B | Cute | K.K. Dixie | | | |
| Shari | "Cheeky" | 4/10 | Aries | Remembering stuff | Figure skater | 1-A | Cute | K.K. Oasis | | | |
| Simon | "Zzzook" | 1/19 | Capricorn | Memorizing stuff | Movie director | 2-B | Sporty | Forest Life | | | |
| Tammi | "Chimpy" | 4/2 | Aries | Making puns | Artist | 4-B | Flashy | Imperial K.K. | | | |

Mice

Mice Neighbors

| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG |
|----------|-----------------|--------------|-------------|-----------------------|----------------|----------------|------------------|-----------------|
| Anicotti | "Cannoli" | 2/24 | Pisces | Oversleeping | Photographer | 4-B | Flashy | Neapolitan |
| Bella | "Eeks" | 12/28 | Capricorn | Staying up late | Singer | 4-B | Rock 'n' roll | K.K. Lullaby |
| Bettina | "Eekers" | 6/12 | Gemini | Forgetting stuff | Chef | 3-B | Official | K.K. Swing |
| Bree | "Cheesebalt" | 7/7 | Cancer | Doodling | Dermatologist | 7-B | Official | Two Days Ago |
| Broccolo | "Eat it" | 6/30 | Cancer | Climbing trees | Movie director | 2-B | Flashy | K.K. Raglime |
| Chadder | "Fromage" | 12/15 | Sagitlarius | Cramming for tests | Actor | 8-A | Official | K.K. Soul |
| Dora | "Squeaky" | 2/18 | Aquarius | Dusting | Translator | 3-B | Iconic | Only Me |
| Greta | "Yelp" | 9/5 | Virgo | Playing horseshoes | Florist | 1-A | Iconic | K.K. Jongara |
| Limberg | "Squinky" | 10/17 | Libra | Making faces | Mayor | 6-B | Historical | K.K. Folk |

Mice Neighbors, continued

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|-------------------------------|-----------------|--------------|-----------|-----------------------|----------------------|----------------|------------------|-------------------|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | |
| Moose | "Shorty" | 9/13 | Virgo | Telling jokes | Mayor | 5-B | Flashy | Agent K.K. | | | |
| Penelope | "Oh bow" | 2/5 | Aquarius | Photography | Actor (voice actor?) | 4-A | Cute | Bubblegum K.K. | | | |
| Rizzo | "Squee" | 1/17 | Capricorn | Subsistence living | Police officer | 6-B | Iconic | K.K. Lament | | | |
| Rod | "Ace" | 8/14 | Leo | Sprinting | Explorer | 5-B | Rock 'n' roll | K.K. March | | | |
| Samson | "Pipsqueak" | 7/5 | Cancer | Eating frequently | Photographer | 5-B | Modern | Go K.K. Rider! | | | |

Octopuses

Octopus Neighbors

| Octopus Neighbors | | | | | | | | | | | |
|-------------------|-----------------|--------------|---------|-----------------|----------------|----------------|---------------|--------------------|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | |
| Marina | "Blurp" | 6/26 | Cancer | Tongue twisters | Pharmacist | 3-B | Official | Soulful K.K. | | | |
| Octavian | "Sucker" | 9/20 | Virgo | Trivia | Fisherman | 6-B | Official | K.K. D & B | | | |
| Queenie | "Chicken" | 11/13 | Scorpio | Hitting snooze | Dancer | 7-B | Ornate | K.K. Gumbo | | | |
| Zucker | "Bloop" | 3/8 | Pisces | Baton twirling | Chef | 2-A | Official | Spring Blossoms | | | |

Ostriches

Ostrich Neighbors

| | Oper ten recignation | | | | | | | | | | | |
|----------|----------------------|--------------|-------------|----------------------|--------------------|----------------|---------------|------------------|--|--|--|--|
| NAME | CATCH PHRASE | BIRTH Day | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | | |
| Blanche | "Quite so" | 12/21 | Sagittarius | Dusting | Chef | 3-A | Official | K.K. Jongara | | | | |
| Cranston | "Sweatband" | 9/23 | Libra | Backflipping | CEO | 5-A | Modern | Steep Hill | | | | |
| Flora | "Ya pink" | 2/9 | Aquarius | Staying awake | Gymnast | 4-A | Modern | K.K. Flamenco | | | | |
| Gladys | "Stretch" | 1/15 | Capricorn | Calligraphy | Architect | 3-B | Iconic | K.K. Folk | | | | |
| Phil | "Hurk" | 11/27 | Sagittarius | Beat boxing | Baseball player | 8-A | Iconic | Steep Hill | | | | |
| Phoebe | "Flambo" | 4/22 | Taurus | Eating frequently | Swimmer | 1-A | Ornate | K.K. Flamenco | | | | |

Penguins

Penguin Neighbors

| NAME | CATCH PHRASE | BIRTH Day | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG |
|--------|-----------------|--------------|----------|-------------------|-----------------|----------------|---------------|-------------------|
| Aurora | "B-b-baby" | 1/27 | Aquarius | Making budgets | Doctor | 3-B | Official | K.K. Gumbo |
| Boomer | "Human" | 2/7 | Aquarius | Oversleeping | Pilot | 2-B | Historical | Aloha K.K. |
| Cube | "D-d-dude" | 1/29 | Aquarius | Staying awake | Astronaut | 2-B | Cute | K.K. Technopop |
| Flo | "Cha" | 9/2 | Virgo | Limboing | Marathon runner | 1-A | Ornate | Hypno K.K. |
| Friga | "Brrrmph" | 10/16 | Libra | Boardgames | Drummer | 7-B | Ornate | K.K. Tango |



Penguin Neighbors, continued

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|-------------------------------------|-----------------|--------------|-----------|---------------------|----------------------|----------------|------------------|--------------|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | |
| Gwen | "H-h-h-hon" | 1/23 | Aquarius | Skimming books | CEO | 7-B | Ornate | Café K.K. | | |
| Hopper | "Slushie" | 4/6 | Aries | Mental math | Firefighter | 6-B | Rock 'n' roll | Lucky K.K. | | |
| Iggly | "Waddler" | 11/2 | Scorpio | Bunting | Baseball player | 5-B | Basic | K.K. March | | |
| Puck | "Brrrrrrrr" | 2/21 | Pisces | Doing handstands | Superhero | 2-B | Sporty | K.K. Casbah | | |
| Roald | "B-b-buddy" | 1/5 | Capricorn | Belly dancing | Pro golfer | 5-B | Basic | K.K. Parade | | |
| Sprinkles | "Frappe" | 2/20 | Pisces | Jumping rope | Figure skater | 4-A | Cute | Café K.K. | | |
| Tex | "Picante" | 10/6 | Libra | Sprinting | Basketball player | 8-A | Rock 'n' roll | K.K. Lullaby | | |

| Pig Neighbors | | | | | | | | | | | |
|---------------|-----------------|--------------|-----------|------------------------|------------------|----------------|------------------|-----------------|--|--|--|
| NAME | CATCH PHRASE | BIRTH Day | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | |
| Agnes | "Snuffle" | 4/21 | Taurus | Cramming for tests | Pro golfer | 1-A | Rock 'n' roll | K.K. House | | | |
| Chops | "Zoink" | 10/13 | Libra | Making crafts | Politician | 8-A | Ornate | K.K. Moody | | | |
| Cobb | "Hot dog" | 10/7 | Libra | Debating | Teacher | 5-B | Official | Pondering | | | |
| Curly | "Nyoink" | 7/26 | Leo | Clearing my plate | Explorer | 5-B | Basic | K.K. Reggae | | | |
| Gala | "Snortie" | 3/5 | Pisces | Rock paper scissors | Violinist | 3-B | Cute | Two Days Ago | | | |
| Hugh | "Snortle" | 12/30 | Capricorn | Eating quickly | Carpenter | 2-B | Modern | K.K. Mambo | | | |
| Kevin | "Weeweewee" | 4/26 | Taurus | Whistling | Sumo wrestler | 2-A | Sporty | K.K. Island | | | |
| Lucy | "Snoooink" | 6/2 | Gemini | Baton twirling | Tour guide | 3-B | Cute | Comrade K.K. | | | |
| Pancetti | "Sooey" | 11/14 | Scorpio | Forgetting stuff | President | 7-A | Modern | K. K. Fusion | | | |
| Peggy | "Shweetie" | 5/23 | Gemini | Stomping around | Movie star | 4-B | Sporty | K K. Bossa | | | |
| Rasher | "Swine" | 4/7 | Aries | Staying up late | CEO | 6-B | Rock 'n' roll | K.K. Faire | | | |
| Spork | "Snork" | 9/3 | Virgo | Chugging milk | Poet | 2-B | Basic | K.K. Mambo | | | |
| Truffles | "Snoutie" | 7/28 | Leo | Trivia | Actor | 4-B | Cute | Two Days Ago | | | |

Rabbits

Rabbit Neighbors

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|---------|-----------------|--------------|-----------|---------------------|----------------|----------------|---------------|------------------|
| NAME | CATCH PHRASE | BIR H Day | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG |
| Bonbon | "Deelish" | 3/3 | Pisces | Competitive eating | Swimmer | 4-A | Cute | K.K. Disco |
| Bunnie | "Tee-hee" | 5/9 | Taurus | Staying positive | Gymnast | 4-B | Cute | K.K. Aria |
| Carmen | "Nougat" | 1/6 | Capricorn | Ventril- oquism | Movie director | 4-B | Modern | K K Technopop |
| Chrissy | "Sparkles" | 8/28 | Virgo | Staying awake | Model | 4-B | Cute | K.K. Waltz |

Rabbit Neighbors, continued

| | Rabbic Neighbors, Concinded | | | | | | | | | | | |
|----------|-----------------------------|--------------|-------------|-----------------------|---------------|----------------|------------------|--------------------|--|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | | |
| Coco | "Doyoing" | 3/1 | Pisces | Writing backward | Astronaut | 3-B | Iconic | K.K. Dirge | | | | |
| Cole | "Duuude" | 8/10 | Leo | Drawing circles | Painter | 2-A | Modern | Spring Blossoms | | | | |
| Doc | "Old bunny" | 3/16 | Pisces | Typing | Programmer | 2-B | Official | Pondering | | | | |
| Dotty | "Wee one" | 3/14 | Pisces | Home repair | Tennis player | 4-B | Modern | K.K. Technopop | | | | |
| Francine | "Karat" | 1/22 | Aquarius | Pretending to sleep | Designer | 7-B | Ornate | I Love You | | | | |
| Gabi | "Honeybun" | 12/16 | Sagittarius | Eating quickly | Pianist | 4-B | Ornate | K.K. Love Song | | | | |
| Gaston | "Mon chou" | 10/28 | Scorpio | Ventril- oquism | Tycoon | 6-B | Flashy | K.K. Dirge | | | | |
| Genji | "Otaku" | 1/21 | Aquarius | Subsistence living | Politician | 5-B | Iconic | King K.K. | | | | |
| Mira | "Cottontail" | 7/6 | Cancer | Telling jokes | Makeup artist | 1-A | Rock'n' roll | K.K. Tango | | | | |
| O'Hare | "Amigo" | 7/24 | Leo | Air guitar | Musician | 8-B | Modern | K.K. Island | | | | |
| Pippy | "Li'l hare" | 6/14 | Gemini | Debating | Superhero | 4-B | Basic | K.K. Mambo | | | | |
| Ruby | "Li'l ears" | 12/25 | Capricorn | Doing handstands | Photographer | 4-B | Modern | K.K. Ska | | | | |
| Snake | "Bunyip" | 11/3 | Scorpio | Playing jacks | Soccer player | 5-B | Sporty | K.K. Lullaby | | | | |
| Tiffany | "Bunbun" | 1/9 | Capricorn | Oversleeping | CEO | 7-B | Rock 'n' roll | K.K. Rock | | | | |

Rhinoceroses

Rhinoceros Neighbors

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|----------|-----------------|--------------|----------|-------------------|-----------------|----------------|------------------|--------------|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG |
| Merengue | "Shortcake" | 3/19 | Pisces | Doodling | Pastry chef | 3-A | Official | K.K. Stroll |
| Renee | "Yo yo yo" | 5/28 | Gemini | Making puns | Marathon runner | 1-A | Rock 'n' roll | Surfin' K.K. |
| Rhonda | "Bigfoot" | 1/24 | Aquarius | Making crafts | Writer | 3-B | Ornate | K.K. Ballad |
| Tank | "KerPOW" | 5/6 | Taurus | Doing push-ups | Cartoonist | 5-B | Rock 'n' roll | K.K. Lament |

Sheep

Sheep Neighbors

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|---------|-----------------|--------------|----------|---------------------|---------------|----------------|------------------|----------------|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG |
| Baabara | "Daahling" | 3/28 | Aries | Drawing circles | Esthetician | 7-B | Ornate | K.K. Swing |
| Curlos | "Shearly" | 5/8 | Taurus | Calculating tips | Actor | 8-B | Rock 'n' roll | K.K. Samba |
| Eunice | "Lambchop" | 4/3 | Aries | Dusting | Hair stylist | 3-B | Basic | K.K. Waltz |
| Frita | "Ohewe" | 7/16 | Cancer | Chopping vegetables | Chef | 1-A | Flashy | K.K. Bazaar |
| Muffy | "Nightshade" | 2/14 | Aquarius | Playing poker | Dermatologist | 1-A | Ornate | K.K. Sonata |
| Pietro | "Honk honk" | 4/19 | Aries | Making crafts | Artist | 2-A | Flashy | K.K. Parade |



Sheep Neighbors, continued

| Elicop Conscious | | | | | | | | | | | |
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| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | |
| Timbra | "Pine nut" | 10/21 | Libra | Spoon bending | Stylist | 1-A | Ornate | K.K. Cruisin' | | | |
| Vesta | "Baaaffo" | 4/16 | Aries | Computing | Archaeologist | 3-B | Historical | K.K. Steppe | | | |
| Wendy | "Lambkins" | 8/15 | leo | Ventril- oquism | Violinist | 4-B | Flashy | K.K. Bossa | | | |
| Willow | "Bo peep" | 11/26 | Sagittarius | Playing old maid | Designer | 7-B | Cute | K.K. Étude | | | |

Squirrels

| | Squirrel Neighbors | | | | | | | | | | | |
|----------|--------------------|--------------|--------|-----------------------|----------------------|----------------|------------------|-------------------|--|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | | |
| Agent S | "Sidekick" | 7/2 | Cancer | Limboing | Dancer | 4-B | Sporty | DJ K.K. | | | | |
| Blaire | "Nutlet" | 7/3 | Cancer | Calligraphy | Doctor | 7-B | Official | K.K. Island | | | | |
| Cally | "WHEE" | 9/4 | Virgo | Whistling | Lawyer | 3-B | Official | K.K. Love Song | | | | |
| Caroline | "Hulaaaa" | 7/15 | Cancer | Yo-Yoing | Volleyball player | 3-B | Cute | DJ K.K. | | | | |
| Filbert | "Bucko" | 6/3 | Gemini | Vaulting | Pilot | 2-A | Basic | Two Days Ago | | | | |
| Hazel | "Uni-wow" | 8/30 | Virgo | Making budgets | Dentist | 1-A | Iconic | K.K. Disco | | | | |
| Marshal | "Sulky" | 9/29 | Libra | Mental math | Designer | 8-A | Ornate | Hypno K.K. | | | | |
| Mint | "Ahhhhhh" | 5/2 | Taurus | Cramming for tests | Architect | 7-B | Official | K.K. Soul | | | | |
| Nibbles | "Niblet" | 7/19 | Cancer | Juggling | Journalist | 4-B | Cute | K.K. Technopop | | | | |
| Peanut | "Slacker" | 6/8 | Gemini | Hula dancing | Model | 4-B | Cute | K.K. Salsa | | | | |
| Pecan | "Chipmunk" | 9/10 | Virgo | Forgetting stuff | Translator | 7-B | Official | Café K.K. | | | | |
| Poppy | "Nutty" | 8/5 | Leo | Making budgets | Stylist | 3-B | Modern | K.K. Lullaby | | | | |
| Ricky | "Nutcase" | 9/14 | Virgo | Making faces | Detective | 6-B | lconic | K.K. Western | | | | |
| Sally | "Nutmeg" | 6/19 | Gemini | Blowing bubbles | Chef | 3-B | Official | K.K. Fusion | | | | |
| Sheldon | "Cardio" | 2/26 | Pisces | Making puns | Mayor | 5-A | Rock 'n' roll | K.K. Folk | | | | |
| Static | "Krzzt" | 7/9 | Cancer | Backflipping | Guitarist | 6-B | Rock 'n' roll | Surfin' K.K. | | | | |

Tigers

Tiger Neighbors

| riger reciginous | | | | | | | | | | | |
|------------------|-----------------|--------------|-------------|---------------------|----------------------|----------------|------------------|--------------------|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | |
| Bangle | "Growf" | 8/27 | Virgo | Tongue twisters | President | 4-B | Ornate | K.K. Soul | | | |
| Bianca | "Wink wink" | 12/13 | Sagittarius | Vaulting | Figure skater | 4-A | Modern | K.K. House | | | |
| Claudia | "Ooh la la" | 11/22 | Scorpio | Stomping around | CEO | 7-A | Ornate | K.K. Synth | | | |
| Leonardo | "Flexin" | 5/15 | Taurus | Playing catch | Soccer player | 5-B | Sporty | K.K. Safari | | | |
| Rolf | "Grrrolf" | 8/22 | Leo | Doing handstands | Pro wrestler | 6-B | Iconic | Spring Blossoms | | | |
| Rowan | "Mango" | 8/26 | Virgo | Waking up early | Basketball player | 5-B | Rock 'n' roll | K.K. Love Song | | | |

Wolves

Wolf Neighbors

| Woll Neighbors | | | | | | | | | | | |
|----------------|-----------------|--------------|-------------|---------------------|------------------|----------------|------------------|-------------------|--|--|--|
| NAME | CATCH PHRASE | BIRTH DAY | SIGN | SKILL | FUTURE GOAL | FAV. COFFEE | FAV. STYLE | FAV. SONG | | | |
| Chief | "Harrumph" | 12/19 | Sagittarius | Speed reading | Poet | 6-B | Iconic | DJ K.K. | | | |
| Dobie | "Uff da" | 12/14 | Sagittarius | Peeling apples | Judge | 7-B | Rock 'n' roll | Rockin' K.K. | | | |
| Freya | "Cha-chomp" | 12/18 | Sagittarius | Mental math | Hair stylist | 6-B | Official | K.K. Calypso | | | |
| Kyle | "Alpha" | 12/6 | Sagittarius | Typing | Singer | 8-A | Rock 'n' roll | K.K. Adventure | | | |
| Lobo | "Ah-rooooo" | 11/5 | Scorpio | Fishing | Forest ranger | 6-B | Historical | K.K. Safari | | | |
| Skye | "Airmail" | 3/24 | Aries | Chopping vegetables | Pastry chef | 3-A | Cute | Forest Life | | | |
| Whitney | "Snappy" | 9/17 | Virgo | Typing | Makeup artist | 7-B | Ornate | Lucky K.K. | | | |
| Wolfgang | "Snarrrl" | 11/25 | Sagittarius | Memorizing stuff | Journalist | 6-B | Modern | K.K. Song | | | |

Favorite Coffee



Donate lots and lots of items to Blathers' museum, and one day, he'll chat with you about opening up a café in town. Complete this public work project and then you'll be able to visit the Roost Café anytime you like. Buy lots of coffee from Brewster at the Roost, and he'll eventually ask you to work for him part-time.



Working for Brewster isn't easy, because your neighbors are vague about how they like their coffee. Guesswork takes time, so use the following charts to discover exactly what your customers prefer. Simply match the "Fav. Coffee" code in the previous tables with the charts that follow, and you'll know just what to put in your customers' cups!













| | Coffee Type 1-A | | Coffee Type 1-B | | | |
|--------------|-----------------|------------------|-----------------|---------------|---------------------|-------|
| Neighbor | BEANS | MILK | SUGAR | BEANS | MILK | SUGAR |
| Anteater | Blue Mountain | Lots | 3 | Mocha | A regular amount | 2 |
| Bear | Mocha | None | None | Kilimanjaro | Lots | 3 |
| Bear Cub | House Blend | Just a little | 1 | Blue Mountain | None | None |
| Bird | Blue Mountain | A regular amount | 2 | Mocha | Just a little | 1 |
| Bull | Blue Mountain | A regular amount | 2 | Mocha | Just a little | 1 |
| Cat | Kilimanjaro | None | None | House Blend | Lots | 3 |
| Chicken | Mocha | Just a little | 1 | Kilimanjaro | None | None |
| Cow | Blue Mountain | None | None | Mocha | Lots | 3 |
| Crocodile | Mocha | A regular amount | 2 | Kilimanjaro | Just a little | 1 |
| Deer | Blue Mountain | None | None | Mocha | Lots | 3 |
| Dog | Mocha | A regular amount | 2 | Kilimanjaro | Just a little | 1 |
| Duck | House Blend | None | None | Blue Mountain | Lots | 3 |
| Eagle | Blue Mountain | Lots | 3 | Mocha | A regular amount | 2 |
| Elephant | Blue Mountain | Lots | 3 | Mocha | A regular amount | 2 |
| Frog | Kilimanjaro | None | None | House Blend | Lots | 3 |
| Goat | Mocha | Lots | 3 | Kilimanjaro | A regular amount | 2 |
| Gorilla | Mocha | Lots | 3 | Kilimanjaro | A regular amount | 2 |
| Hamster | Blue Mountain | Just a little | 1 | Mocha | None | None |
| Hippopotamus | House Blend | A regular amount | 2 | Blue Mountain | Just a little | 1 |
| Horse | House Blend | Lots | 3 | Blue Mountain | A regular amount | 2 |
| Kangaroo | Blue Mountain | Just a little | 1 | Mocha | None | None |
| Koala | Kilimanjaro | Lots | 3 | House Blend | A regular amount | 2 |
| Lion | Kilimanjaro | A regular amount | 2 | House Blend | Just a little | 1 |
| Monkey | House Blend | None | None | Blue Mountain | Lots | 3 |
| Mouse | House Blend | A regular amount | 2 | Blue Mountain | Just a little | 1 |
| Octopus | Mocha | A regular amount | 2 | Kilimanjaro | Just a little | 1 |
| Ostrich | Kilimanjaro | Just a little | 1 | House Blend | None | None |
| Penguin | House Blend | Just a little | 1 | Blue Mountain | None | None |
| Pig | Kilimanjaro | Lots | 3 | House Blend | A regular amount | 2 |
| Rabbit | Kilimanjaro | Just a little | 1 | House Blend | None | None |
| Rhinoceros | Kilimanjaro | A regular amount | 2 | House Blend | Just a little | 1 |
| Sheep | Mocha | None | None | Kilimanjaro | Lots | 3 |
| Squirrel | House Blend | None | None | Blue Mountain | Lots | 3 |
| Tiger | House Blend | Lots | 3 | Blue Mountain | A regular amount | 2 |
| Wolf | Mocha | Just a little | 1 | Kilimanjaro | None | None |
| A A | | | | | | - |











| | Coffee Type 2-A | | Coffee Type 2-B | | | |
|--------------|-----------------|------------------|-----------------|---------------|------------------------|-------|
| Neighbor | BEANS | MILK | SUGAR | BEANS | MILK | SUGAR |
| Anteater | Mocha | A regular amount | 2 | Blue Mountain | Lots | 3 |
| Bear | Ki!imanjaro | Lots | 3 | Mocha * | None | None |
| Bear Cub | Blue Mountain | None | None | House Blend | Just a little | 1 |
| Bird | Mocha | Just a little | 1 | Blue Mountain | A regular amount | 2 |
| Bull | Mocha | Just a little | 1 | Blue Mountain | A regular amount | 2 |
| Cat | House Blend | Lots | 3 | Kilimanjaro | None | None |
| Chicken | Kilimanjaro | None | None | Mocha | Just a little | 1 |
| Cow | Mocha | Lots | 3 | Blue Mountain | None | None |
| Crocodile | Kilimanjaro | Just a little | 1 | Mocha | A regular amount | 2 |
| Deer | Mocha | Lots | 3 | Blue Mountain | None | None |
| Dog | Kilimanjaro | Just a little | 1 | Mocha | A regular amount | 2 |
| Duck | Blue Mountain | Lots | 3 | House Blend | None | None |
| Eagle | Mocha | A regular amount | 2 | Blue Mountain | Lots | 3 |
| Elephant | Mocha | A regular amount | 2 | Blue Mountain | Lots | 3 |
| Frog | House Blend | Lots | 3 | Kilimanjaro | None | None |
| Goat | Kilimanjaro | A regular amount | 2 | Mocha | Lois | 3 |
| Gorilla | Kilimanjaro | A regular amount | 2 | Mocha | Lots | 3 |
| Hamster | Mocha | None | None | Blue Mountain | Just a little | 1 |
| Hippopotamus | Blue Mountain | Just a little | 1 | House Blend | A regular amount | 2 |
| Horse | Blue Mountain | A regular amount | 2 | House Blend | Lots | 3 |
| Kangaroo | Mocha | None | None | Blue Mountain | Just a little | 1 |
| Koala | House Blend | A regular amount | 2 | Kilimanjaro | Lots | 3 |
| Lion | House Blend | Just a little | 1 | Kilimanjaro | A regular amount | 2 |
| Monkey | Blue Mountain | Lots | 3 | House Blend | None | None |
| Mouse | Blue Mountain | Just a little | 1 | House Blend | A regular amount | 2 |
| Octopus | Kilimanjaro | Just a little | 1 | Mocha | A regular amount | 2 |
| Ostrich | House Blend | None | None | Kilimanjaro | Just a little | 1 |
| Penguin | Blue Mountain | None | None | House Blend | Just a litt l e | 1 |
| Pig | House Blend | A regular amount | 2 | Kilimanjaro | Lots | 3 |
| Rabbit | House Blend | None | None | Kilimanjaro | Just a little | 1 |
| Rhinoceros | House Blend | Just a little | 1 | Kilimanjaro | A regular amount | 2 |
| Sheep | Kilimanjaro | Lots | 3 | Mocha | None | None |
| Squirrel | Blue Mountain | Lots | 3 | House Blend | None | None |
| Tiger | Blue Mountain | A regular amount | 2 | House Blend | Lots | 3 |
| Wolf | Kilimanjaro | None | None | Mocha | Just a little | 1 |













| Maishban | Coffee Type 3-A | | Coffee Type 3-B | | | |
|--------------|-----------------|------------------|-----------------|---------------|---------------------|-------|
| Neighbor | BEANS | MILK | SUGAR | BEANS | MILK | SUGAR |
| Antegter | Mocha | A regular amount | 2 | House Blend | None | None |
| Bear | Kilimanjaro | Lots | 3 | Blue Mountain | Just a little | 1 |
| Bear Cub | Blue Mountain | None | None | Kilimanjaro | A regular amount | 2 |
| Bird | Mocha | Just a little | 1 | House Blend | Lots | 3 |
| Bull | Mocha | Just a little | 1 | House Blend | Lots | 3 |
| Cat | House Blend | Lots | 3 | Mocha | Just a little | 1 |
| Chicken | Kilimanjaro | None | None | Blue Mountain | A regular amount | 2 |
| Cow | Mocha | Lots | 3 | House Blend | Just a little | 1 |
| Crocodile | Kilimanjaro | Just a little | 1 | Blue Mountain | Lots | 3 |
| Deer | Mocha | Lots | 3 | House Blend | Just a little | 1 |
| Dog | Kilimanjaro | Just a little | 1 | Blue Mountain | Lots | 3 |
| Duck | Blue Mountain | Lots | 3 | Kilimanjaro | Just a little | 1 |
| Eagle | Mocha | A regular amount | 2 | House Blend | None | None |
| Elephant | Mocha | A regular amount | 2 | House Blend | None | None |
| Frog | House Blend | Lots | 3 | Mocha | Just a little | 1 |
| Goat | Kilimanjaro | A regular amount | 2 | Blue Mountain | None | None |
| Gorilla | Kilimanjaro | A regular amount | 2 | Blue Mountain | None | None |
| Hamster | Mocha | None | None | House Blend | A regular amount | 2 |
| Hippopotamus | Blue Mountain | Just a little | 1 | Kilimanjaro | Lots | 3 |
| Horse | Blue Mountain | A regular amount | 2 | Kilimanjaro | None | None |
| Kangaroo | Mocha | None | None | House Blend | A regular amount | 2 |
| Koala | House Blend | A regular amount | 2 | Mocha | None | None |
| Lion | House Blend | Just a little | 1 | Mocha | Lots | 3 |
| Monkey | Blue Mountain | Lots | 3 | Kilimanjaro | Just a little | 1 |
| Mouse | Blue Mountain | Just a little | 1 | Kilimanjaro | Lots | 3 |
| Octopus | Kilimanjaro | Just a little | 1 | Blue Mountain | Lots | 3 |
| Ostrich | House Blend | None | None | Mocha | A regular amount | 2 |
| Penguin | Blue Mountain | None | None | Kilimanjaro | A regular amount | 2 |
| Pig | House Blend | A regular amount | 2 | Mocha | None | None |
| Rabbit | House Blend | None | None | Mocha | A regular amount | 2 |
| Rhinoceros | House Blend | Just a little | 1 | Mocha | Lots | 3 |
| Sheep | Kilimanjaro | Lots | 3 | Blue Mountain | Just a little | . 1 |
| Squirrel | Blue Mountain | Lots | 3 | Kilimanjaro | Just a little | 1 |
| Tiger | Blue Mountain | A regular amount | 2 | Kilimanjaro | None | None |
| Wolf | Kilimanjaro | None | None | Blue Mountain | A regular amount | 2 |











CHAPTER 7: FRIENDLY FACES

| | Cof | Coffee Type 4-A | | Coffee Type 4-B | | |
|--------------|---------------|------------------|-------|-----------------|---------------------|-------|
| Neighbor | BEANS | MILK | SUGAR | BEANS | MILK | SUGAR |
| Anteater | House Blend | None | None | Kilimanjaro | Just a little | 1 |
| Bear | Blue Mountain | Just a little | 1 | House Blend | A regular amount | 2 |
| Bear Cub | Kilimanjaro | A regular amount | 2 | Mocha | Lots | 3 |
| Bird | House Blend | Lots | 3 | Kilimanjaro | None | None |
| Bull | House Blend | Lots | 3 | Kilimanjaro | None | None |
| Cat | Mocha | Just a little | 1 | Blue Mountain | A regular amount | 2 |
| Chicken | Blue Mountain | A regular amount | 2 | House Blend | Lots | 3 |
| Cow | House Blend | Just a little | 1 | Kilimanjaro | A regular amount | 2 |
| Crocodile | Blue Mountain | Lots | 3 | House Blend | None | None |
| Deer | House Blend | Just a little | 1 | Kilimanjaro | A regular amount | 2 |
| Dog | Blue Mountain | Lots | 3 | House Blend | None | None |
| Duck | Kilimanjaro | Just a little | 1 | Mocha | A regular amount | 2 |
| Eagle | House Blend | None | None | Kilimanjaro | Just a little | 1 |
| Elephant | House Blend | None | None | Kilimanjaro | Just a little | 1 |
| Frog | Mocha | Just a little | 1 | Blue Mountain | A regular amount | 2 |
| Goat | Blue Mountain | None | None | House Blend | Just a little | 1 |
| Gorilla | Blue Mountain | None | None | House Blend | Just a little | 1 |
| Hamster | House Blend | A regular amount | 2 | Kilimanjaro | Lots | 3 |
| Hippopotamus | Kilimanjaro | Lots | 3 | Mocha | None | None |
| Horse | Kilimanjaro | None | None | Mocha | Just a little | 1 |
| Kangaroo | House Blend | A regular amount | 2 | Kilimanjaro | Lots | 3 |
| Koala | Mocha | None | None | Blue Mountain | Just a little | 1 |
| Lion | Mocha | Lots | 3 | Blue Mountain | None | None |
| Monkey | Kilimanjaro | Just a little | 1 | Mocha | A regular amount | 2 |
| Mouse | Kilimanjaro | Lots | 3 | Mocha | None | None |
| Octopus | Blue Mountain | Lots | 3 | House Blend | None | None |
| Ostrich | Mocha | A regular amount | 2 | Blue Mountain | Lots | 3 |
| Penguin | Kilimanjaro | A regular amount | 2 | Mocha | Lots | 3 |
| Pig | Mocha | None | None | Blue Mountain | Just a little | 1 |
| Rabbit | Mocha | A regular amount | 2 | Blue Mountain | Lots | 3 |
| Rhinoceros | Mocha | Lots | 3 | Blue Mountain | None | None |
| Sheep | Blue Mountain | Just a little | 1 | House Blend | A regular amount | 2 |
| Squirrel | Kilimanjaro | Just a little | 1 | Mocha | A regular amount | 2 |
| Tiger | Kilimanjaro | None | None | Mocha | Just a little | 1 |
| Wolf | Blue Mountain | A regular amount | 2 | House Blend | Lots | 3 |













| | Cof | fee Type 5-A | | Coffe | e Type 5-1 | В |
|--------------|---------------|------------------|-------|---------------|---------------------|-------|
| Neighbor | BEANS | MILK | SUGAR | BEANS | MILK | SUGAR |
| Anteater | House Blend | None | None | Kilimanjaro | Just a little | 1 |
| Bear | Blue Mountain | Just a little | 1 | House Blend | A regular amount | 2 |
| Bear Cub | Kilimanjaro | A regular amount | 2 | Mocha | Lots | 3 |
| Bird | House Blend | Lots | 3 | Kilimanjaro | None | None |
| Bull | House Blend | Lots | 3 | Kilimanjaro | None | None |
| Cat | Mocha | Just a little | 1 | Blue Mountain | A regular amount | 2 |
| Chicken | Blue Mountain | A regular amount | 2 | House Blend | Lots | 3 |
| Cow | House Blend | Just a little | 1 | Kilimanjaro | A regular amount | 2 |
| Crocodile | Blue Mountain | Lots | 3 | House Blend | None | None |
| Deer | House Blend | Just a little | 1 | Kilimanjaro | A regular amount | 2 |
| Dog | Blue Mountain | Lots | 3 | House Blend | None | None |
| Duck | Kilimanjaro | Just a little | 1 | Mocha | A regular amount | 2 |
| Eagle | House Blend | None | None | Kilimanjaro | Just a little | 1 |
| Elephant | House Blend | None | None | Kilimanjaro | Just a little | 1 |
| Frog | Mocha | Just a little | 1 | Blue Mountain | A regular amount | 2 |
| Goat | Blue Mountain | None | None | House Blend | Just a little | 1 |
| Gorilla | Blue Mountain | None | None | House Blend | Just a little | 1 |
| Hamster | House Blend | A regular amount | 2 | Kilimanjaro | Lots | 3 |
| Hippopotamus | Kilimanjaro | Lots | 3 | Mocha | None | None |
| Horse | Kilimanjaro | None | None | Mocha | Just a little | 1 |
| Kangaroo | House Blend | A regular amount | 2 | Kilimanjaro | Lots | 3 |
| Koala | Mocha | None | None | Blue Mountain | Just a little | 1 |
| Lion | Mocha | Lots | 3 | Blue Mountain | None | None |
| Monkey | Kilimanjaro | Just a little | 1 | Mocha | A regular amount | 2 |
| Mouse | Kilimanjaro | Lots | 3 | Mocha | None | None |
| Octopus | Blue Mountain | Lots | 3 | House Blend | None | None |
| Ostrich | Mocha | A regular amount | 2 | Blue Mountain | Lots | 3 |
| Penguin | Kilimanjaro | A regular amount | 2 | Mocha | Lots | 3 |
| Pig | Mocha | None | None | Blue Mountain | Just a little | 1 |
| Rabbit | Mocha | A regular amount | 2 | Blue Mountain | Lots | 3 |
| Rhinoceros | Mocha | Lots | 3 | Blue Mountain | None | None |
| Sheep | Blue Mountain | Just a little | 1 | House Blend | A regular amount | 2 |
| Squirrel | Kilimanjaro | Just a little | 1 | Mocha | A regular amount | 2 |
| Tiger | Kilimanjaro | None | None | Mocha | Just a little | 1 |
| Wolf | Blue Mountain | A regular amount | 2 | House Blend | Lots | 3 |











| | Coffee Type 6-A | | Coffee Type 6-B | | | |
|--------------|-----------------|------------------|-----------------|---------------|---------------------|-------|
| Neighbor | BEANS | MILK | SUGAR | BEANS | MILK | SUGAR |
| Anteater | Blue Mountain | Lots | 3 | Kilimanjaro | Just a little | 1 |
| Bear | Mocha | None | None | House Blend | A regular amount | 2 |
| Bear Cub | House Blend | Just a little | 1 | Mocha | Lots | 3 |
| Bird | Blue Mountain | A regular amount | 2 | Kilimanjaro | None | None |
| Bull | Blue Mountain | A regular amount | 2 | Kilimanjaro | None | None |
| Cat | Kilimanjaro | None | None | Blue Mountain | A regular amount | 2 |
| Chicken | Mocha | Just a little | 1 | House Blend | Lots | 3 |
| Cow | Blue Mountain | None | None | Kilimanjaro | A regular amount | 2 |
| Crocodile | Mocha | A regular amount | 2 | House Blend | None | None |
| Deer | Blue Mountain | None | None | Kilimanjaro | A regular amount | 2 |
| Dog | Mocha | A regular amount | 2 | House Blend | None | None |
| Duck | House Blend | None | None | Mocha | A regular amount | 2 |
| Eagle | Blue Mountain | Lots | 3 | Kilimanjaro | Just a little | 1 |
| Elephant | Blue Mountain | Lots | 3 | Kilimanjaro | Just a little | 1 |
| Frog | Kilimanjaro | None | None | Blue Mountain | A regular amount | 2 |
| Goat | Mocha | Lots | 3 | House Blend | Just a little | 1 |
| Gorilla | Mocha | Lots | 3 | House Blend | Just a little | 1 |
| Hamster | Blue Mountain | Just a little | 1 | Kilimanjaro | Lots | 3 |
| Hippopotamus | House Blend | A regular amount | 2 | Mocha | None | None |
| Horse | House Blend | Lots | 3 | Mocha | Just a little | 1 |
| Kangaroo | Blue Mountain | Just a little | 1 | Kilimanjaro | Lots | 3 |
| Koala | Kilimanjaro | Lots | 3 | Blue Mountain | Just a little | 1 |
| Lion | Kilimanjaro | A regular amount | 2 | Blue Mountain | None | None |
| Monkey | House Blend | None | None | Mocha | A regular amount | 2 |
| Mouse | House Blend | A regular amount | 2 | Mocha | None | None |
| Octopus | Mocha | A regular amount | 2 | House Blend | None | None |
| Ostrich | Kilimanjaro | Just a little | 1 | Blue Mountain | Lots | 3 |
| Penguin | House Blend | Just a little | 1 | Mocha | Lots | 3 |
| Pig | Kilimanjaro | Lots | 3 | Blue Mountain | Just a little | 1 |
| Rabbit | Kilimanjaro | Just a little | 1 | Blue Mountain | Lots | 3 |
| Rhinoceros | Kilimanjaro | A regular amount | 2 | Blue Mountain | None | None |
| Sheep | Mocha | None | None | House Blend | A regular amount | 2 |
| Squirrel | House Blend | None | None | Kilimanjaro | A regular amount | 2 |
| Tiger | House Blend | Lots | 3 | Mocha | Just a little | 1 |
| Wolf | Mocha | Just a little | 1 | House Blend | Lots | 3 |













| Maint | Coffee Type 7-A | | | Coffee Type 7-B | | |
|--------------|-----------------|------------------|-------|-----------------|------------------|-------|
| Neighbor | BEANS | MILK | SUGAR | BEANS | MILK | SUGAR |
| Antegter | Kilimanjaro | Just a little | 1 | Blue Mountain | Lots | 3 |
| Bear | House Blend | A regular amount | 2 | Mocha | None | None |
| Bear Cub | Mocha | Lots | 3 | House Blend | Just a little | 1 |
| Bird | Kilimanjaro | None | None | Blue Mountain | A regular amount | 2 |
| Bull | Kilimanjaro | None | None | Blue Mountain | A regular amount | 2 |
| Cat | Blue Mountain | A regular amount | 2 | Kilimanjaro | None | None |
| Chicken | House Blend | Lots | 3 | Mocha | Just a little | 1 |
| Cow | Kilimanjaro | A regular amount | 2 | Blue Mountain | None | None |
| Crocodile | House Blend | None | None | Mocha | A regular amount | 2 |
| Deer | Kilimanjaro | A regular amount | 2 | Blue Mountain | None | None |
| Dog | House Blend | None | None | Mocha | A regular amount | 2 |
| Duck | Mocha | A regular amount | 2 | House Blend | None | None |
| Eagle | Kilimanjaro | Just a little | 1 | Blue Mountain | Lots | 3 |
| Elephant | Kilimanjaro | Just a little | 1 | Blue Mountain | Lots | 3 |
| Frog | Blue Mountain | A regular amount | 2 | Kilimanjaro | None | None |
| Goat | House Blend | Just a little | 1 | Mocha | Lots | 3 |
| Gorillo | House Blend | Just a little | 1 | Mocha | Lots | 3 |
| Hamster | Kilimanjaro | Lots | 3 | Blue Mountain | Just a little | 1 |
| Hippopotamus | Mocha | None | None | House Blend | A regular amount | 2 |
| Horse | Mocha | Just a little | 1 | House Blend | Lots | 3 |
| Kangaroa | Kilimanjaro | Lots | 3 | Blue Mountain | Just a little | 1 |
| Koalo | Blue Mountain | Just a little | 1 | Kilimanjaro | Lots | 3 |
| Lion | Blue Mountain | None | None | Kilimanjaro | A regular amount | 2 |
| Monkey | Mocha | A regular amount | 2 | House Blend | None | None |
| Mouse | Mocha | None | None | House Blend | A regular amount | 2 |
| Octopus | House Blend | None | None | Mocha | A regular amount | 2 |
| Ostrich | Blue Mountain | Lots | 3 | Kilimanjaro | Just a little | 1 |
| Penguin | Mocha | Lots | 3 | House Blend | Just a little | 1 |
| Pig | Blue Mountain | Just a little | 1 | Kilimanjaro | Lots | 3 |
| Rabbit | Blue Mountain | Lots | 3 | Kilimanjaro | Just a little | 1 |
| Rhinoceros | Blue Mountain | None | None | Kilimanjaro | A regular amount | 2 |
| Sheep | House Blend | A regular amount | 2 | Mocha | None | None |
| Squirre | Mocha | A regular amount | 2 | House Blend | None | None |
| Tige | Mocha | Just a little | 1 | House Blend | Lots | 3 |
| Wolf | House Blend | Lots | 3 | Mocha | Just a little | 1 |
| | | 4 | | 0.0 | | |











CHAPTER 7: FRIENDLY FACES

| | Cof | fee Type 8-A | | Coffe | e Type 8 -1 | В |
|--------------|---------------|------------------|-------|---------------|---------------------|-------|
| Neighbor | BEANS | MILK | SUGAR | BEANS | MILK | SUGAR |
| Anteater | House Blend | None | None | Mocha | A regular amount | 2 |
| Bear | Blue Mountain | Just a little | 1 | Kilimanjaro | Lots | 3 |
| Bear Cub | Kilimanjaro | A regular amount | 2 | Blue Mountain | None | None |
| Bird | House Blend | Lots | 3 | Mocha | Just a little | 1 |
| Bull | House Blend | Lots | 3 | Mocha | Just a little | 1 |
| Cat | Mocha | Just a little | 1 | House Blend | Lots | 3 |
| Chicken | Blue Mountain | A regular amount | 2 | Kilimanjaro | None | None |
| Cow | House Blend | Just a little | 1 | Mocha | Lots | 3 |
| Crocodile | Blue Mountain | Lots | 3 | Kilimanjaro | Just a little | 1 |
| Deer | House Blend | Just a little | 1 | Mocha | Lots | 3 |
| Dog | Blue Mountain | Lots | 3 | Kilimanjaro | Just a little | 1 |
| Duck | Kilimanjaro | Just a little | 1 | Blue Mountain | Lots | 3 |
| Eagle | House Blend | None | None | Mocha | A regular amount | 2 |
| Elephant | House Blend | None | None | Mocha | A regular amount | 2 |
| Frog | Mocha | Just a little | 1 | House Blend | Lots | 3 |
| Goat | Blue Mountain | None | None | Kilimanjaro | A regular amount | 2 |
| Gorilla | Blue Mountain | None | None | Kilimanjaro | A regular amount | 2 |
| Hamster | House Blend | A regular amount | 2 | Mocha | None | None |
| Hippopotamus | Kilimanjaro | Lots | 3 | Blue Mountain | Just a little | 1 |
| Horse | Kilimanįaro | None | None | Blue Mountain | A regular amount | 2 |
| Kangaroo | House Blend | A regular amount | 2 | Mocha | None | None |
| Koala | Mocha | None | None | House Blend | A regular amount | 2 |
| Lion | Mocha | Lots | 3 | House Blend | Just a little | 1 |
| Monkey | Kilimanjaro | Just a little | 1 | Blue Mountain | Lots | 3 |
| Mouse | Kilimanjaro | Lots | 3 | Blue Mountain | Just a little | 1 |
| Octopus | Blue Mountain | Lots | 3 | Kilimanjaro | Just a little | 1 |
| Ostrich | Mocha | A regular amount | 2 | House Blend | None | None |
| Penguin | Kilimanjaro | A regular amount | 2 | Blue Mountain | None | None |
| Pig | Mocha | None | None | House Blend | A regular amount | 2 |
| Rabbit | Mocha | A regular amount | 2 | House Blend | None | None |
| Rhinoceros | Mocha | Lots | 3 | House Blend | Just a little | 1 |
| Sheep | Blue Mountain | Just a little | 1 | Kilimanjaro | Lots | 3 |
| Squirrel | Kilimanjaro | Just a little | 1 | Blue Mountain | Lots | 3 |
| Tiger | Kilimanjaro | None | None | Blue Mountain | A regular amount | 2 |
| Wolf | Blue Mountain | A regular amount | 2 | Kilimanjaro | None | None |













Special Events

As time goes by and the seasons change, your neighbors regularly gather to celebrate a variety of special events. From small, happy gatherings like birthdays to more involved proceedings like the Harvest Festival, this chapter tells you about every special event that occurs throughout the year.

NOTE

The gifts and prizes that you receive from the special events in this chapter cannot be bought in stores.

Variable Events

The following events occur multiple times throughout the year. Check the bulletin board each day to ensure that you don't miss them!

Birthdays

Date: Varies



Everyone loves to celebrate their birthday, especially with friends. Whenever a neighbor's birthday is coming up, you'll receive a letter in the mail, inviting you to their party. A special message also appears on the town bulletin board the day of their birthday to remind you.

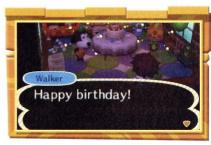
Shari Well, if it isn't Prima! Are you here for the celebration? Great! Come on in!

Swing by your neighbor's house anytime during the day to join in the fun—just make sure to bring a present! It doesn't have to be much—even something as small as a piece of fruit will do the trick. It's the thought that counts!

TIP

If you're after the perfect gift, check the "Friendly Faces" chapter for a table that reveals each neighbor's favorite clothing style. And if you're feeling really festive, wrapping paper is also available at Timmy and Tommy's shop.

Your Birthday



When your birthday rolls around, your best friends in town will whisk you away to a fabulous party. Make a wish and blow out those candles! If you've helped out your neighbors often and developed strong friendships with them, they'll give you some truly special gifts. The following table shows all of the presents you might get.

NOTE

Of course, your mom always remembers to send you a birthday card each year, complete with a present attached.

& Birthday Gifts

| birthuay Girts | | | | | | |
|------------------|-------|--|----------------------|--|--|--|
| GIFT | VALUE | NOTES | GOT IT? | | | |
| Birthday hat | 400 | Friendship level is normal with the three neighbors. | √ 1P2P3P4P | | | |
| Birthday shades | 240 | Friendship level is good with the three neighbors. | √ 1P2P3P4P | | | |
| Birthday cake | 400 | Friendship level is good with the three neighbors. | √ 1P 2P 3P 4P | | | |
| Birthday table | 1,200 | Friendship level is best with the three neighbors. | √ 1P 2P 3P 4P | | | |
| Birthday candles | 1,200 | Friendship level is best with the three neighbors. | √ IP 2P 3P 4P | | | |
| Birthday sign | 1,200 | Friendship level is best with the three neighbors. | √ IP ZP SP 4P | | | |

Bug-Off

TIP

Dates: 3rd Saturday of June, July, August, and September



When the weather warms up, keep an eye out for Nat at the plaza, who runs a special event called the Bug-Off. Nat just loves bugs and hopes everyone in town will bring him lots. You have until 6 p.m. to blow away your neighbors by bringing Nat the best bug in town!



Nat will sell you a net for a fair price you don't have one. Now it's up to you! Spend the day catching bugs all around town. Show Nat each insect you catch, and he'll grade it based on rarity, size, and "luster." Nat gives your bug a score, then tells you who currently holds the best record.

Show Nat your completed insect encyclopedia, and he'll reward your masterful bug-catching with a golden net! Use this ultimate net to nab the best bugs in town.

Bug-Off Prizes



Each time you give Nat a bug that breaks the current first-place record, he gives you a special prize, as indicated by the following table. It's therefore best to give Nat your smallest and most common bugs first, aiming to break the first-place record over and over to score lots of goodies. Nat also gives you a high score to shoot for—if you can reach that lofty goal, he'll hand you something really special!





Bug-Off Prizes

| PRIZE | VALUE | NOTES | GOT IT? |
|----------------------|-------|---|----------------------|
| Gold bug trophy | 9,800 | Finish in first place. | √ IP 2P 3P 4P |
| Silver bug trophy | 7,200 | Finish in second place. | √ 1P 2P 3P 4P |
| Bronze bug trophy | 4,600 | Finish in third place. | √ 1P 2P 3P 4P |
| Beetle chair | 1,800 | Regular prize (beat the current first-place score). | √ 1P2P3P4P |
| Cicada stereo | 1,800 | Regular prize (beat the current first-place score). | √ IP 2P 3P 4P |
| Honeybee chest | 1,800 | Regular prize (beat the current first-place score). | √ 1P 2P 3P 4P |
| Mini butterfly table | 1,800 | Regular prize (beat the current first-place score). | √ 1P2P3P4P |
| Spiderweb clock | 2,000 | Regular prize (beat the current first-place score). | √ 1P 2P 3P 4P |
| Stag-beetle chair | 1,800 | Limited Edition prize (beat the high score). | √ 1P 2P 3P 4P |
| Snail clock | 1,800 | Limited Edition prize (beat the high score). | √ 1P 2P 3P 4P |
| Ladybug chair | 1,800 | Limited Edition prize (beat the high score). | √ 1P 2P 3P 4P |
| Ladybug carpet | 1,640 | Limited Edition prize (beat the high score). | √ 1P 2P 3P 4P |
| Firefly lamp | 1,800 | Limited Edition prize (beat the high score). | √ IP 2P 3P 4P |
| Caterpillar sofa | 1,800 | Limited Edition prize (beat the high score). | √ 1P 2P 3P 4P |
| Golden net | 500 | Show Nat your completed insect encyclopedia. | √ 1P 2P 3P 4P |

Award Ceremony



Milking Nat for prizes is fine—just make sure you're in first place when the clock nears 6 p.m. At the stroke of six, the tourney ends, and Nat holds a special ceremony inside his tent. Enter the tent between 6 and 9 p.m. to receive your trophy!

Fishing Tourney

Dates: 2nd Saturday of February, April, October, and December; 3rd Saturday of January, March, May, and November



During the cooler months of the year, a friendly fellow named Chip sets up a tent at the plaza. Speak with Chip to learn all about the Fishing Tourney—a fun, relaxing event that's similar to the Bug-Off event. Catch fish with a rod and show them to Chip, and he'll score your fish based on its size.

TIP

The bigger the underwater shadow, the bigger the fish! Don't run or you'll scare them.

Remember you can fish at rivers, ponds, and the sea. Ponds tend to have smaller catches, while the sea has some truly huge fish.



Your Fishing Tourney tips are similar to those from Bug-Off events. You get prizes each time you break the first-place record, so catch lots of fish and show Chip your smallest catches first,

then work your way up to the bigger ones. This is a great way to score lots of prizes from Chip!

TIP

Show Chip your completed fish encyclopedia, and he'll reward your fishing skills with the golden rod! Use this most excellent rod to reel in fish with greater ease.



The Fishing Tourney ends at 6 p.m.—enter Chip's tent to receive your trophy, assuming you've earned one. The following table reveals all of the prizes you can score from Chip and the Fishing Tourney.

Tishing Tourney Prizes

| PRIZE | VALUE | NOTES | GOT IT? |
|--------------------|-------|---|----------------------|
| Gold fish trophy | 9,800 | Finish in first place. | √ IP 2P 3P 4P |
| Silver fish trophy | 7,200 | Finish in second place. | √ 1P 2P 3P 4P |
| Bronze fish trophy | 4,600 | Finish in third place. | √ 1223242 |
| Squid chair | 2,400 | Regular prize (beat the current first-place score). | √ 1P 2P 3P 4P |
| Sea-anemone bed | 2,400 | Regular prize (beat the current first-place score). | √ 1P2P3P4P |
| Football-fish lamp | 2,400 | Regular prize (beat the current first-place score). | √ 1P 2P 3P 4P |
| Dab table | 2,400 | Regular prize (beat the current first-place score). | √ P2P3P4P |
| Crab clock | 2,400 | Regular prize (beat the current first-place score). | √ 1P 2P 3P 4P |
| Flounder table | 2,400 | Limited Edition Prize (beat the high score). | √ IP 2P 3P 4P |
| Jellyfish lamp | 2,500 | Limited Edition Prize (beat the high score). | √ 1P 2P 3P 4P |
| Marine pop floor | 1,640 | Limited Edition Prize (beat the high score). | √ IP 2P 3P 4P |
| Marine pop wall | 1,640 | Limited Edition Prize (beat the high score). | √ 1P 2P 3P 4P |
| Octopus chair | 2,400 | Limited Edition Prize (beat the high score). | √ IP 2P 3P 4P |
| Puffer-fish TV | 2,400 | Limited Edition Prize (beat the high score). | √ 1P 2P 3P 4P |
| Red-snapper chair | 2,400 | Limited Edition Prize (beat the high score). | √ IP 2P 3P 4P |
| Golden rod | 500 | Show Chip your completed fish encyclopedia. | √ 1P 2P 3P 4P |



TIP

See the "Museum Donations" chapter near the end of the guide for a complete listing of every fish and insect. The info you find there can be helpful when searching for the perfect catch during Bug-Off and Fishing Tourney events!

Meteor Shower

Date: Varies

Every so often, a weather report will appear on the town bulletin board, informing everyone that a meteor shower is on the horizon. Don't worry, these events aren't dangerous! Instead, they're quite beautiful. Keep an eye to the sky during meteor shower nights, and watch those shooting stars sparkle.



MOTE

Though its coming isn't heralded on the bulletin board, check the night sky during the winter months to potentially view the northern lights!

Seasonal Events

The rest of the events occur on specific days of the year. Be sure you don't miss them!

New Year's Day

Date: January 1st



Each new year begins with the promise of health, hope—and a letter from your mom with 10,000 Bells attached! Visit the plaza on New Year's Day to celebrate the start of the new year with Isabelle. You'll receive one of the following presents just for showing up.

| GIFT | VALUE | GOT IT? |
|----------------|-------|----------------------|
| Zodiac boar | 480 | √ 1P 2P 3P 4P |
| Zodiac dog | 480 | √ 1P 2P 3P 4P |
| Zodiac dragon | 480 | √ 1P 2P 3P 4P |
| Zodiac goat | 480 | √ 1P 2P 3P 4P |
| Zodiac horse | 480 | √ 1P 2P 3P 4P |
| Zodiac monkey | 480 | √ 1P 2P 3P 4P |
| Zodiac ox | 480 | √ 1P 2P 3P 4P |
| Zodiac rabbit | 480 | √ 1P 2P 3P 4P |
| Zodiac rat | 480 | √ IP 2P 3P 4P |
| Zodiac rooster | 480 | √ 1P 2P 3P 4P |
| Zodiac snake | 480 | √ 1P 2P 3P 4P |
| Zodiac tiger | 480 | √ 1P 2P 3P 4P |

NOTE

When Isabelle holds events at the plaza, she often sets up special cut-out standees. Stick your face in the openings to pose for funny photos!

Groundhog Day

Date: February 2nd

Head down to the plaza on this date to find Isabelle celebrating Groundhog Day. You'll score a free Resetti model as a gift and learn a little about the meaning behind this special day. Here's hoping the weather is cloudy and spring comes early this year!



Valentine's Day

Date: February 14th

Have your heart set on a special someone in town? Then be sure to send them a card for Valentine's Day! Isabelle doesn't appear at the plaza on this day, but she might send you a Valentine if you're lucky.



🞖 Valentie's Day Gifts

| GIFT | VALUE | NOTES | GOT IT? |
|-----------------|-------|------------------------------------|------------------------------|
| Cacao tree | 1,680 | Comes in a letter from your mom. | √ Papapap |
| Chocolate cake | 600 | Comes in a letter from Isabelle. | √ 1 1 1 1 1 1 1 1 1 1 |
| Chocolate heart | 400 | Comes in a letter from a neighbor. | √ P#PP |

Festivale

Dates

| YEAR | DATE |
|------|---------------|
| 2013 | February 11th |
| 2014 | March 3rd |
| 2015 | February 16 |
| 2016 | February 8th |
| | |

TOTE

Festivale occurs on the Monday 40 days before Easter, not counting Sundays. Use the Dates table to see when it will arrive in the years ahead.



When spring has finally sprung, a special visitor comes to your town: the one and only Pavé! Meet this party-loving peacock at the plaza to participate in the day's joyous event.





Did you notice that all of your neighbors are wearing feathers? Pavé just loves them, being a peacock and all. Dancing with excitement and joy, he asks you to bring her a specific color of feather. No sweat!



Whip out your net and run around town, looking for floating feathers. They flutter through the air like butterflies—use your net to catch them just like bugs.

Check around the beach for feathers—lots blow in from the sea!



Return to Pavé with your feathers, and he'll sing and dance with glee. Pavé hands you a gift, then sends you out for more feathers of a different color. Back to work you go!

MOTE

Pavé really goes nuts over rare rainbow feathers. He'll accept them at any time and give you her special gifts in trade.



Pavé has lots of goodies to give away, so make the most of Festivale by giving him plenty of feathers. See if you can score all of the gifts in the following table.

| W I COLLIGIC CITCO | | | | | | |
|--------------------|-------|----------------------|--|--|--|--|
| GIFT | VALUE | GOT IT? | | | | |
| Pavé bed | 480 | √ 1P 2P 3P 4P | | | | |
| Pavé bookshelf | 480 | √ 1P 2P 3P 4P | | | | |
| Pavé bureau | 480 | √ IP 2P 3P 4P | | | | |
| Pavé chair | 480 | √ IP 2P 3P 4P | | | | |
| Pavé chest | 480 | √ IP 2P 3P 4P | | | | |
| Pavé clock | 480 | √ IP 2P 3P 4P | | | | |
| Pavé closet | 480 | √ IP 2P 3P 4P | | | | |
| Pavé end table | 480 | √ 1P 2P 3P 4P | | | | |
| Pavé floor | 7,200 | √ 1P 2P 3P 4P | | | | |
| Pavé lamp | 480 | √ 1P 2P 3P 4P | | | | |
| Pavé sofa | 480 | √ 1P 2P 3P 4P | | | | |
| Pavé table | 480 | √ 1P 2P 3P 4P | | | | |
| Pavé wall | 7200 | √ 1P2P3P4P | | | | |



Shamrock Day

Date: March 17th

Green is the color to wear on Shamrock Day, but don't worry if you don't have the right duds—just pop by the plaza, and Isabelle will hand you a shamrock hat. This big green topper is said to bring luck and makes a big impression on your neighbors.



Bunny Day

Dates

| YEAR | DATE |
|------|------------|
| 2013 | March 31st |
| 2014 | April 20th |
| 2015 | April 5th |
| 2016 | March 27th |

MOTE

Bunny Day occurs each year on the Sunday after the first full moon after the vernal equinox. Use the Dates table to see when it will arrive in the years ahead.



Once each year, a friendly fellow named Zipper T. Bunny will stop by your town to celebrate Bunny Day. Head down to the plaza to speak with Zipper and learn all about the day's event.

TIP

Speak with Zipper so that he turns to show his back, and you'll see how he gets his name!



Zipper wants you to find six of the special eggs that are hidden around town. Each egg is found in a different way, and most require the use of tools to find them.

Earth Eggs: Dig at dig spots.

Tree Eggs: Shake trees.

Stone Eaas: Smash rocks with a shovel.

Sky Eggs: Pop gift balloons with a slingshot.

Water Eggs: Fish the sea with a rod (only appears in the sea).

Deep-Sea Eggs: Swim and dive for the egg with a wet suit.



The eggs are pretty easy to find, and if you can manage to find all six different types, Zipper will reward you with a special gift. Zipper also



doles out prizes for winning tickets, which you can find by eating the eggs. Trade these tickets in to Zipper for other valuable prizes!

NOTE

There are plenty of eggs around town, so feel free to eat lots and get as many prizes from Zipper as possible. Find the super-rare grand-prize ticket, and Zipper will give you a personalized photo of himself. Sweet!

LID

Some eggs contain candy instead of winning tickets. Save these treats for Halloween!

8 Bunny Day Prizes

| bunny Day Prizes | | | | | | |
|------------------|--------|------------------------------------|----------------------|--|--|--|
| PRIZE | VALUE | NOTES | GOT IT? | | | |
| Egg basket | 800 | Give Zipper all six types of eggs. | √ 1P2P3P4P | | | |
| Egg bed | 360 | Winning ticket prize. | √ 1P 2P 3P 4P | | | |
| Egg bench | 360 | Winning ticket prize. | √ 1P 2P 3P 4P | | | |
| Egg chair | 360 | Winning ticket prize. | √ 1P 2P 3P 4P | | | |
| Egg clock | 360 | Winning ticket prize. | √ 1P 2P 3P 4P | | | |
| Egg dresser | 360 | Winning ticket prize. | √ 1P 2P 3P 4P | | | |
| Egg floor | 35,552 | Winning ticket prize. | √ 1P 2P 3P 4P | | | |
| Egg lamp | 360 | Winning ticket prize. | √1P2P3P4P | | | |
| Egg stereo | 360 | Winning ticket prize. | √P2P3P4P | | | |
| Egg table | 360 | Winning ticket prize. | √ 1P 2P 3P 4P | | | |
| Egg toy set | 360 | Winning ticket prize. | √ 1P 2P 3P 4P | | | |
| Egg TV | 360 | Winning ticket prize. | √ 1P 2P 3P 4P | | | |
| Egg wall | 35,552 | Winning ticket prize. | √ 1P 2P 3P 4P | | | |
| Egg wardrobe | 360 | Winning ticket prize. | √ 1P 2P 3P 4P | | | |
| Zipper's pic | 40 | Turn in the grand-prize ticket. | √ 1P 2P 3P 4P | | | |

April Fool's Day

Date: April 1st



The first day of April is a time for tricks and mischief. Your neighbors will make up some tall tales, but the real trickster of the day is a creepy, faceless visitor named Blanca. Find Blanca at the plaza, and the prankster will tell you of a devious plan to stir up trouble with your neighbors before suddenly vanishing. Not good!



Start visiting your neighbors in their homes and checking to see if they've spotted Blanca. If Blanca isn't present, the neighbor may have a hint about where the trickster is.



Keep searching homes and talking to your neighbors until you stumble upon a strange situation: One of your neighbors is being harassed by a clone!



Of course, the clone is actually Blanca in disguise—but how can you tell who's who? Your neighbor hopes you can identify them, and begins to argue with Blanca, with each character spouting facts about themselves to prove their identity.



Listen carefully to your neighbor and Blanca argue. When you think you know who is who, go ahead and make your choice. Guess right, and your neighbor will be thrilled that you know them so well. They'll even give you a special picture of them!

Check the tables in the "Friendly Faces" chapter for info that can help you tell your neighbors apart from Blanca. Don't guess until you're certain who's the neighbor!

Open your pockets and examine the pics you get from your neighbors to read special messages and facts about them.



Whether you guess right or wrong, Blanca quickly vanishes, leaving to bother another neighbor. Hurry after Blanca and keep searching houses until you find the trickster again. Save each of your neighbors from Blanca's antics to ensure that their April Fool's Day isn't ruined!

NOTE

Bust Blanca's act at every opportunity, and you'll receive Blanca's photo as well—though the prankster isn't very photogenic!



Nature Day

Date: April 22nd

Isabelle stands at the plaza on this special day, eager to celebrate the beauty of nature with everyone in town. Chat with Isabelle to receive a cool globe, and to learn a little about why nature is so great.



Weeding Day

Date: Last Friday of April



As April winds to a close, it's important to ensure that your town is looking top-notch. Swing by the plaza to meet a happy little guy named Leif, who'd just love it if the whole town could be made weed-free.



Roll up your sleeves and lend Leif a hand by pulling up every weed you see around town. Leif won't be satisfied unless each weed has been plucked, and he knows just how many there are. The guy's a real pro!

NOTE

Flat patches of clovers don't count as weeds. You're only after those tall blades of grass that sprout up from the ground.

TIP

Be systematic and thorough in your search for weeds. Start in one corner of town and work your way to the opposite corner, using the Touch Screen map to keep track of where you've been. Press to change the view and make obstructions like houses and trees disappear.

Leif's Awards



Leif just loves handing out awards far Weeding Day, and the prize you get depends on the following circumstances:

Special Cleanup Award: If there are no weeds in town when Weeding Day commences, Leif instantly hands you a special prize. You'll also unlock all three "topiary" public works projects when you receive this award.

Town Cleanup Prize: Pull up every weed in town during the Weeding Day event, and you'll score this award, which comes with its own range of prizes.

Happy Generosity Award: Visit another player's town and help them pull weeds on Weeding Day, and you'll receive this award from their town's Leif, which also comes with its own set of prizes.

🝪 Weeding Day Gifts

| ₩ Weeding Day Gifts | | | | | | | |
|--------------------------|-------|------------------------|--|--|--|--|--|
| GIFT VALUE AWARD GOT IT? | | | | | | | |
| Black-cosmos bag | 160 | Special Cleanup Award | √ IP IP IP IP | | | | |
| Black-lily bag | 160 | Special Cleanup Award | √ 1P 2P 3P 4P | | | | |
| Black-tulip bag | 160 | Special Cleanup Award | √ 10294P | | | | |
| Blue-pansy bag | 160 | Special Cleanup Award | √ #P #P #P | | | | |
| Blue-violet bag | 160 | Special Cleanup Award | √ 10 20 30 41 | | | | |
| Orange-cosmos bag | 160 | Special Cleanup Award | √ • • • • • • • • • • • • • • • • • • • | | | | |
| Orange-lily bag | 160 | Special Cleanup Award | √ BBBB | | | | |
| Orange-pansy bag | 160 | Special Cleanup Award | | | | | |
| Orange-rose bag | 160 | Special Cleanup Award | √ IP IP IP IP | | | | |
| Orange-tulip bag | 160 | Special Cleanup Award | √ IP (P (P) | | | | |
| Pink-cosmos bag | 160 | Special Cleanup Award | √ 100000 | | | | |
| Pink-lily bag | 160 | Special Cleanup Award | √ #P #P #P | | | | |
| Pink-rose bag | 160 | Special Cleanup Award | √ 10 20 32 42 | | | | |
| Pink-tulip bag | 160 | Special Cleanup Award | √IP 2P 3P AP | | | | |
| Purple-pansy bag | 160 | Special Cleanup Award | √ IP IP IP IP | | | | |
| Purple-rose bag | 160 | Special Cleanup Award | √ 11P 2P 3P 4P | | | | |
| Purple-tulip bag | 160 | Special Cleanup Award | √ IP IP IP IP | | | | |
| Cosmos fan | 2,380 | Town Cleanup Prize | √ IP 2P 3P 4P | | | | |
| Lily record player | 2,480 | Town Cleanup Prize | √ 112 212 412 | | | | |
| Rose sofa | 2,400 | Town Cleanup Prize | √ IP 2P 3P AP | | | | |
| Violet screen | 2,380 | Town Cleanup Prize | √PPPP | | | | |
| Azalea stool | 2,200 | Happy Generosity Award | √ P 2P 3P 4P | | | | |
| Flower bouquet | 1,800 | Happy Generosity Award | √ 11 22 32 42 | | | | |
| Hibiscus clock | 2,200 | Happy Generosity Award | √ IP 2P 3P AP | | | | |
| Hydrangea bed | 2,480 | Happy Generosity Award | √ □□□□□ | | | | |
| Lily lamp | 2,800 | Happy Generosity Award | | | | | |
| Pansy table | 2,400 | Happy Generosity Award | √ 10 20 40 40 | | | | |
| Sunflower stereo | 2,480 | Happy Generosity Award | | | | | |
| Tulip dresser | 2,200 | Happy Generosity Award | √ D = D = D | | | | |
| | | | | | | | |

Animal Crossing

Mother's Day

Date: 2nd Sunday in May



Though this day is all about moms, yours takes the time to send you a special letter. Your mom always includes pink carnations in her Mother's Day letter, and this is the only way you can acquire these rare flowers. Be sure to plant them somewhere special!

Father's Day (3rd Sunday in June)

Date: 3rd Sunday in June



Your mom also sends you a special letter for Father's Day, letting you know how your dad is doing and what he's been up to. The rare red carnations she includes in her Father's Day letter can't be found anywhere else, so set them in a safe spot!

Summer Solstice

Date: June 21st



The sun beams brightly on this longest day of the year. Find Isabelle at the plaza to receive your ladder shades. Now you're ready to soak up those rays!

Fireworks Show

Date: Every Sunday in August



Summer is a time for celebration, and there's no better way to celebrate than setting off fireworks. Gaze up at the evening sky each Sunday in August to watch a spectacular show unfold!



Isabelle also rocks the plaza during these events, ready to hand out celebratory gifts.
Redd also has a cookie stand nearby—buy cookies for 500 Bells apiece, then eat them to

find a prize ticket inside. Hand that ticket over to Redd before midnight, and he'll trade you for a festive treat!

Show Gifts

| Pion City | | | | | | |
|---------------|-------|------------------------------|--|--|--|--|
| GIFT | VALUE | GOT IT? | | | | |
| Bulb bopper | 160 | √ 100000 | | | | |
| Flower bopper | 160 | √ 1 1 1 1 1 1 1 1 1 1 | | | | |
| Heart bopper | 160 | √ 10/20/20 | | | | |
| Star bopper | 160 | | | | | |

🚱 Redd's Fireworks Show Prizes

| PRIZE | VALUE | TICKET | GOT IT? |
|--------------------|--------|-----------------------|----------------------|
| Boxed figurine | 1,200 | Bang ticket prize. | √IP 2P SP IP |
| Love tester | 1,024 | Pow ticket prize. | |
| Lovely phone | 10,400 | Flash ticket prize. | √ 12 22 32 42 |
| Miniature car | 10,000 | Sparkle ticket prize. | |
| Roman candle | 120 | Dud ticket prize. | √ 1P 2P 3P 4P |
| Sparkler | 120 | Dud ticket prize. | |
| Ten Billion Barrel | 1,024 | Whiz ticket prize. | √ IP 2P 3P AP |
| Ultra Hand | 1,024 | Crackle ticket prize. | √ |
| Ultra Machine | 1,024 | Pop ticket prize. | √ 1021111 |
| Ultra Scope | 1,024 | Kaboom ticket prize. | √ IP IP IP AP |

Labor Day

Autumn Moon

Date: 1st Monday of September



With so many hardworking people in the world, it's nice having a day to kick back, relax, and enjoy the fruits of your labors. Give your

tools a rest and head down to the plaza to receive a picnic basket from Isabelle, which promotes a relaxing day.



Dates

| YEAR | DATE |
|------|----------------|
| 2013 | September 19th |
| 2014 | September 9th |
| 2015 | September 28th |
| 2016 | September 16th |

NOTE

Autumn Moon is celebrated on the day of the full moon that occurs closest to the autumnal equinox. Use the Dates table to see when it will occur over the next few years.





The moon is quite a sight to behold on this special night. But be sure to meet Isabelle at the plaza during the day to receive your special Autumn Moon treat: a wheat bundle!



Explorer's Day

Date: 2nd Monday of October

On this special day, visit Isabelle at the plaza to honor those bold adventurers who have helped shape our world through their discoveries. You'll receive a sailboat model just for stopping by!



Halloween

Date: October 31st



On this fun, freaky evening, everyone in town dresses up in scary costumes, and is consumed by a major craving for candy! Join in the excitement by putting on the mask that Jack mails to you in the days leading up to Halloween.

NOTE

Masks are also sold at the Able Sisters' shop prior to Halloween night.

TIP

Candy can be claimed during Bunny Day and is also sold by Timmy & Tommy during the month of October.

TIP

If you have candy left over from Bunny Day, stuff your pockets full. If you don't have much candy, put on some clothes you don't care for and redecorate your home's main room with wallpaper and flooring that you also don't like. Just trust us!

Trick or Treat



During Halloween, your costumed neighbors approach when they see you, and demand "trick or treat!" If you have candy, give it to your neighbor, and they'll give you a hint about the type of costume that another neighbor is really afraid of. Keep these vital clues in mind!



If you don't have any candy to give, then you're forced to play a game with your neighbor. Win, and you'll get some valuable candy. Lose, and your neighbor will play a nasty trick by turning your clothing into rags!

MOTE

Neighbors can also change your home's wallpaper and flooring to old, yucky-looking stuff. Not cool!

TIP

Candy is more valuable than clothing on Halloween, so don't be afraid to lose to your neighbors. Just make sure you aren't wearing anything valuable!

Fright Night



You can visit your neighbors in their homes to play games for candy as well. Visit a neighbor while wearing the mask that they're most afraid of, and they'll be so scared that they'll just hand over a precious lollipop!

TIP

You can revisit neighbors you've spooked and score additional candy as many times as you like, but each neighbor will part with only one lollipop, for the first scare.

Jack's Stash



So you've got lots of sugary goodness ... Now what? Search around outdoors for a special character with a large orange pumpkin head. This is Jack, the master of Halloween! Jack just loves candy and will trade you special gifts for each piece you bring him. Lollipops are his favorite, so do your best to spook your neighbors and score Jack's best loot!

NOTE

Jack vanishes after doling out your gift.

Track him down again to score more!

🚱 Neighbor's Trick Items

| ITEM VALUE NOTES | | NOTES | GOT IT? |
|--------------------|-------|--|--|
| Candy | 400 | Beat a neighbor in a game. | √ 1P 2P 3P 4P |
| Lollipop | 400 | Scare a neighbor in their home. | √ # # # # # # # # # # # # # # # # # # # |
| Green-pumpkin head | 4,000 | Neighbor's trick (lose to them in a game). | √ 112 21 41 |
| Jack-in-the-box | 400 | Neighbor's trick (lose to them in a game). | √ IP 2P 3P 4P |
| Old flooring | 400 | Neighbor's trick (lose to them in a game). | √ 1P 2P 3P 4P |
| Old wallpaper | 400 | Neighbor's trick (lose to them in a game). | √ 1P 2P 3P 4P |
| Patched dress | 400 | Neighbor's trick (lose to them in a game). | √ 1P 2P 3P 4P |
| Patched hat | 400 | Neighbor's trick (lose to them in a game). | √ 1P 2P 3P 4P |



Neighbor's Trick Items, continued

| ITEM VALUE | | NOTES | GOT IT? |
|---------------------|-------|--|------------------------|
| Patched pants | 400 | Neighbor's trick (lose to them in a game). | √ PPPP |
| Patched shirt | 400 | Neighbor's trick (lose to them in a game). | √ IP 2P 3P 4P |
| Patched shoes | 400 | Neighbor's trick (lose to them in a game). | √ IP IP IP IP |
| Pumpkin head | 4,000 | Neighbor's trick (lose to them in a game). | √ 112 21 412 |
| Purple-pumpkin head | 4,000 | Neighbor's trick (lose to them in a game). | √ P 2 P 3 P 4 P |
| Red-pumpkin head | 4,000 | Neighbor's trick (lose to them in a game). | √ 1 2 3 4 4 P |
| Yellow-pumpkin head | 4,000 | Neighbor's trick (lose to them in a game). | √IP 2P 4P |

[™] Jack's Halloween Gifts

| GIFT | VALUE | GOT IT? | GIFT | VALUE | GOT IT? |
|------------------|-------|----------------------|-----------------|-------|----------------------|
| Creepy bat stone | 2,000 | √ 1P 2P 3P 4P | Creepy floor | 2,000 | √ 1P 2P 3P 4P |
| Creepy cauldron | 3,600 | √ 1P 2P 3P 4P | Creepy skeleton | 2,000 | √ 12 27 37 47 |
| Creepy clock | 2,800 | √ 1P 2P 3P 4P | Creepy statue | 3,200 | √ 1P 2P 3P 4P |
| Creepy coffin | 2,000 | √ 1P 2P 3P 4P | Creepy stone | 2,000 | √ IP 2P 3P 4P |
| Creepy crystal | 8,000 | √ IP 2P 3P 4P | Creepy wall | 2,000 | √ IP 2P IP AP |

Harvest Festival

Date: 4th Thursday in November

There's nothing like a delicious feast to celebrate the seasons' change. As November draws to a close and winter fast approaches, pay a visit to the plaza to find a talented turkey named Franklin who is eager to cook a memorable multi-course meal.





Even the greatest chef is limited by his ingredients, and Franklin's supply is embarrassingly low. He asks if you wouldn't mind venturing out to find three specific ingredients for his first course. These ingredients will vary based on the dish Franklin is preparing, but they usually include some

sort of fish, fruit, mushroom, or other food product.



After memorizing Franklin's list, pop into any neighbor's home to find them busily preparing for the feast as well. Your neighbors are also lacking ingredients—visit each one in their homes and find out exactly what they need.

The Great Ingredient Swap



Now that you've got a long list of ingredients, let's get to work! Fish are the first things to find, so grab your rod and work at reeling in each fish on your list.

Refer to the "Museum Donations" chapter near the end of this guide to learn the type of water each fish prefers.



After you've caught some fish for your neighbors, return to them and trade those fish for other ingredients. Your neighbors will give you special items like milk, butter, and exotic fruits that don't grow in town. This is the only way to find these vital ingredients, so just keep finding items for your neighbors and trading with them until you gather up everything that Franklin needs.

TIP

TIP

If you're after mushrooms, check the bases of trees. They're in season during November.

Listen carefully to your neighbors after trading ingredients with them. Many will give you important clues about the secret ingredients that will make Franklin's feast truly fantastic!



Return to Franklin after you've found all three ingredients and hand them all over. If you managed to discover the dish's secret ingredient, be sure to give that to Franklin as well. Get all four ingredients right, and Franklin will give you a special gift.



Franklin's feast has multiple courses, so just keep fishing, swapping ingredients with neighbors, and listening carefully to their secret ingredient tips until you complete the whole feast. Franklin doles out a goodie each time you complete a dish—see if you can gobble them all up!

Harvest Festival

| GIFT | VALUE | GOT IT? |
|----------------------|-------|----------------------|
| Afternoon-tea set | 1,680 | √ 1P 2P 3P 4P |
| Cornucopia | 3,500 | √ 1P 2P 3P 4P |
| Fruit basket | 800 | √IP2P3P4P |
| Pumpkin pie | 1,500 | √ 1P 2P 3P 4P |





Winter Solstice

Date: December 21st

It's no secret that the days grow shorter and shorter as the year draws to a close. But on this special day, the sun never rises! That's right: It's nighttime all day during the Winter Solstice—visit Isabelle at the plaza to receive a blue glow wand for safety.

You can buy glow wands of other colors from Timmy and Tommy during the month of December.



Toy Day

Date: December 24th



Easily one of the greatest days of the year, Toy Day is the time for gift-giving and merriment. Find a jolly character named Jingle strolling around your town in the evening and see if you can help lend him a hand.



Jingle hints that he'd like someone to spice up the holiday by dressing up as Santa and delivering toys. You can help Jingle, but only if you've found the following items to complete the Santa disguise:

- Santa hat
- Santa pants
- Santa beard
- Santa hoots
- Santa coat

(II)

You can find these special clothing items for sale during the holiday season at the Able Sisters and at Kicks.



Disguise yourself as Santa. Jingle will hand you his Santa bag, which is filled with toys for your neighbors. Unfortunately, he doesn't give you a list! Here's hoping that you've been listening to your neighbors this winter—for as Toy Day draws near, they'll give you hints about what they're hoping to receive!

NOTE

The Santa bag lasts only until dawn, so make your deliveries before the sun rises.



Now comes the fun part: Handing out presents! Head to the nearest neighbor's home (or find one outside) to blow them away with a personal visit from Santa. Give them one of the gifts from the Santa bag—ideally the one they were wishing for!



Return to Jingle after handing out all of the presents. Whether or not you gave them all to the right recipients, the merry reindeer hands you a special gift for your help in making the holiday extra special. The following table reveals the gifts you might receive from Jingle:

Toy Day Gifts

| GIFT | VALUE | NOTES | GOT IT? |
|--------------------|-------|--|----------------------|
| Festive wreath | 1,280 | Deliver some of the presents correctly. | √ 1P2P3P4P |
| Jingle's pic | 40 | Deliver all of the presents correctly (arrives in the mail). | √ 1P 2P 3P 4P |
| Jingle bed | 4,896 | Deliver none of the presents correctly. | √ 1P2P3P4P |
| Jingle carpet | 4,896 | Deliver none of the presents correctly. | √ 1P 2P 3P 4P |
| Jingle chair | 4,896 | Deliver none of the presents correctly. | √ 1P 2P 3P 4P |
| Jingle clock | 4,896 | Deliver none of the presents correctly. | √ 1P 2P 3P 4P |
| Jingle dresser | 4,896 | Deliver none of the presents correctly. | √ 1P 2P 3P 4P |
| Jingle lamp | 4,896 | Deliver none of the presents correctly. | √ 1P 2P 3P 4P |
| Jingle piano | 4,896 | Deliver none of the presents correctly. | √ 1P 2P 3P 4P |
| Jingle shelves | 4,896 | Deliver none of the presents correctly. | √ 1P 2P 3P 4P |
| Jingle sofa | 4,896 | Deliver none of the presents correctly. | √IP2P3P4P |
| Jingle table | 4,896 | Deliver none of the presents correctly. | √ 1P 2P 3P 4P |
| Jingle TV | 4,896 | Deliver none of the presents correctly. | √ 1P 2P 3P AP |
| Jingle wall | 4,896 | Deliver none of the presents correctly. | √ IP 2P 3P 4P |
| Jingle wardrobe | 4,896 | Deliver none of the presents correctly. | √ 1P2P3P4P |











Countdown

Date: December 31st

The last day of the year is a time for celebration, reflection—and partying all night! Head for the plaza as the hour nears midnight to find Isabelle, Redd, and all of your neighbors ready to count down the new year's arrival.



Isabelle hands you a glass of sparkling cider to sip while you watch the giant timer tick down behind her. If you really feel like celebrating, spend a few Bells at Redd's nearby stand to purchase neat treats such as New Year's hats and party poppers. Now you're ready to rock!





Be sure to stick around the plaza, for when the countdown timer reaches zero, things really go off with a bang. Happy New Year!

设 Isabelle's Countdown Gifts

| GIFT | VALUE | NOTES | GOT IT? |
|--------------------|-------|--|----------------------|
| Bell knickknack | 2,000 | Korea only. | √ IP 2P 3P 4P |
| Berliner | 960 | German only. | √ 1P 2P 3P 4P |
| New Year's noodles | 3,500 | Japan only. | √ 1P 2P 3P 4P |
| Sparkling cider | 800 | North America (English and French) and France. | √ IP 2P 3P 4P |
| Twelve-grape plate | 480 | North America (Spanish) and Spain. | √ 1P 2P 3P 4P |

Redd's Countdown Treats

| GIFT | VALUE | GOT IT? |
|----------------------|-------|----------------------|
| Blue New Year's hat | 300 | √IP2P3P4P |
| Green New Year's hat | 300 | √ 1P 2P 3P 4P |
| Red New Year's hat | 300 | √ 1P 2P 3P 4P |
| Y. New Year's hat | 300 | √ □ □ □ |

Calendar

Now that we've explored all of the special events that occur throughout the year, we thought you might enjoy a monthly calendar to ensure that you don't miss any of them. The calendar also shows you all of the fish, insects, and deep-sea catches you can obtain during each month. Now you won't have to worry about missing a thing as you enjoy each new day!

TIP

See the previous "Special Events" chapter for in-depth looks at each special event mentioned here, and check out the "Museum Donations" chapter near the end of this guide for additional info pertaining to each insect, fish, and deep-sea catch.

Regular Events

The following events occur every week of the year. Be sure you don't miss them!

Every Month

Regular Events

K.K. Slider's Show

Every Saturday

Head to Club LOL between 8 p.m. and midnight to enjoy K.K. Slider's weekly jam.

Joan Visits

Every Sunday

Find Joan in town selling her turnips between 6 a.m. and noon.



Note

WHALE SHARK YELLOW PERCH



January Wildlife Chart

Available Insects

| | | * | 1 | ă | ă. | ** | | |
|-------------------------------|---------|-----|-----------|-------------|-----|-------------|--------------|----------|
| ANT | BAGWORM | BEE | CENTIPEDE | DUNG BEETLE | FLY | HERMIT CRAB | MOLE CRICKET | PILL BUG |
| A STATE OF THE REAL PROPERTY. | | | | | | | | |



TUNA

Available Fish

| * | O: | 44 | 3 | 0 | • | | • | • |
|--------------|------------------|---------------------|-------------------|------------|-------------------|--|-----------------|-------------------|
| BARBEL STEED | BITTERLING | BLACK BASS | BLOWFISH | BLUEGILL | CARP | COELACANTH | CRUCIAN CARP | DAB |
| ~ | 3 | 8 | \Rightarrow | de | Ċ | * | _ | • |
| DACE | FOOTBALL FISH | FRESHWATER GOBY | GIANT TREVALLY | GOLDFISH | HORSE MACKEREL | KOI | OARFISH | OLIVE FLOUNDER |
| - | | | * | | | AN A | - D | - |
| PALE CHUB | POND SMELT | POPEYED GOLDFISH | RED SNAPPER | RIBBON EEL | SEA BASS | SEA BUTTERFLY | SQUID | STRINGFISH |
| - | 4 | - | | | | | | |

| Ö | a | 3 | ۱ | 0 | 0 | ** | ¥ | |
|---------|-------------------|-----------------------|------------------|-----------------|----------------|-------------------|----------|------------------|
| ABALONE | ACORN BARNACLE | Chambered Nautilus | CLAM | EAR SHELL | GIANT ISOPOD | Horsehair Crab | LOBSTER | mantis Shrimp |
| * | | 8 | | • | | • | کما | * |
| OCTOPUS | OYSTER | PEARL OYSTER | red King Crab | SCALLOP | SEA ANEMONE | SEA CUCUMBER | SEA SLUG | SEA STAR |
| * | 4 | | , | a | | | | |
| SEAWEED | SNOW CRAB | SPOTTED GARDEN EEL | SWEET SHRIMP | Turban Shell | | | | |

January Events

Special Events

1464

New Year's Day

01/01

Happy New Year! Hit the plaza and celebrate with Isabelle.



Fishing Tourney

3rd Saturday

Grab your best rod and catch lots of fish for Chip!



Lunar New Year's Day (Korea)

Lunar calendar: January 1st

The Korean Lunar New Year generally falls on the day of the second new moon after winter solstice. Visit a friend in Korea and help them celebrate!



Daeboreum (Korea)

Lunar calendar: January 15th



Daeboreum is a Korean holiday that celebrates the first full moon of the new year of the lunar Korean calendar. Visit a friend in Korea and enjoy the occasion!

| ir | | |
|----|--|--|
| | | |
| | | |

bun.

Mon

Tues

Wed

Thurs

Poncho's

Birthday

"Li1 bear"

Fri.

Joey's

Birthday

"Bleeeeeck"

Dat.

Roald's Birthday

Carmen's Birthday "Nougat" Harry's Birthday "Beach bum" Pierce's Birthday "Hawkeye"

Bob's

Birthday

"Pthhpth"

Tiffany's Birthday Papi's Birthday "Haaay" Diana's Birthday "No doy"

Birthday "B-b-buddy"

Moe's

Birthday

"Myawn"

Puddles's Birthday "Splish"

Velma's Birthday "Blih"

Gladys's Birthday "Stretch" Rizzo's Birthday "Squee"



Fishing ourney

Simon's Birthday "Zzzook" Opal's Birthday "Snoot" Genji's Birthday "Otaku"

Francine's Birthday "Karat" Gwen's Birthday "H-h-h-hon" Rhonda's Birthday "Bigfoot" Savannah's Birthday "Y'all"

Aurora's Birthday "B-b-baby" Margie's Birthday "Tootie" Cube's Birthday "D-d-dude" Flurry's Birthday "Powderpuff"

Winnie's Birthday "Hay-OK"



February Wildlife Chart

Available Insects



WHARF

Available Fish

| $\dot{\sim}$ | 0 | • | 3 | • | • | | • | • |
|--------------|------------------|---------------------|-------------------|------------|-------------------|---------------|-----------------|-------------------|
| BARBEL STEED | BITTERLING | BLACK BASS | BLOWFISH | BLUEGILL | CARP | COELACANTH | CRUCIAN CARP | DAB |
| 1 | 3 | 5 | \Rightarrow | * | t | 3 | <u>-</u> | • |
| DACE | Football Fish | FRESHWATER GOBY | Giant Trevally | GOLDFISH | HORSE MACKEREL | KOI | OARFISH | OLIVE FLOUNDER |
| | | | * | | 1 | | Û | * |
| PALE CHUB | POND SMELT | POPEYED GOLDFISH | RED SNAPPER | RIBBON EEL | SEA BASS | SEA BUTTERFLY | SQUID | STRINGFISH |
| - | 4 | ð | | | | | | |

TUNA WHALE SHARK YELLOW PERCH

| 0 | ۵ | 2 | ٠ | 0 | 0 | * | ¥ | - 34- |
|---------|-------------------|-----------------------|------------------|-----------------|----------------|-------------------|------------|------------------|
| ABALONE | ACORN BARNACLE | CHAMBERED NAUTILUS | CLAM | EAR SHELL | GIANT ISOPOD | Horsehair Crab | LOBSTER | Mantis Shrimp |
| - | 9 | 8 | | • | * | • | <u>کست</u> | * |
| OCTOPUS | OYSTER | PEARL OYSTER | red King Crab | SCALLOP | SEA ANEMONE | SEA CUCUMBER | SEA SLUG | SEA STAR |
| • | 4 | | | a | | | | |
| SEAWEED | SNOW CRAB | SPOTTED GARDEN EEL | SWEET SHRIMP | TURBAN SHELL | | | | |

February Events

Special Events

Groundhog Day

02/02
Will spring come early,
or will winter stick around? Meet

Bean Day (Japan)

02/03Visit a friend in Japan and join them in the day's festivities!

Valentine's Day

02/14

Love is in the air! Buy some stationary from Timmy and Tommy and send out a few thoughtful Valentines.

Fishing Tourney

2nd Saturday

Grab your best rod and catch lots of fish for Chip!

Festivale

Date varies

Winter is over, spring has arrived, and that means it's party time! Use a net to catch feathers for Pavé.

Festivale Dates

YEAR DATE YEAR DATE
2013 February 11th 2015 February 16th
2014 March 3rd 2016 February 8th

Birthdays Bill's **Birthday** "Quacko" Jitters's Olivia's Lily's Penelope's Annalisa's Boomer's Frobert's Birthday Birthday Birthday Birthday Birthday Birthday Birthday 'Oh bow" "Fribbit" "Rzzert "Purr Zzrrbbitt" 'Gumdrop" "Human' **Ribbot's** Muffy's Flora's Stitches's Pompom's Drago's Kitty's Birthday "Ya pink" Birthday Birthday "Rah rah" Birthday **Birthday** Birthday Birthday "Stuffin "Burrrn "Toady "Nightshade" "Mrowrr Anabelle's Dora's Freckles's Sprinkles's Puck's Avery's Birthday Birthday Birthday Birthday Birthday Birthday "Snorty 'Squeaky" "Ducky "Brrrrrrr" "Frappe" Skree-haw" Anicotti's Hamphrey's Sheldon's Rosie's Yoko's Pate's Birthday Birthday Birthday Birthday **Birthday Birthday** "Moolah" 'Quackle" "Cannoli" "Snort "Cardio "Silly"

March Wildlife Chart

Available Insects

| | * | 316 | | MALE SAN | 3 | * | • | |
|----------------------|----------|---------------------|--------------|--|----------------|---------------------|---------|--------------|
| ANT | BEE | COMMON BUTTERFLY | FLEA | FLY | HERMIT CRAB | HONEYBEE | LADYBUG | MOLE CRICKET |
| W | | * | * | W | 0 | 181 | | |
| PEACOCK BUTTERFLY | PILL BUG | SPIDER | TIGER BEETLE | TIGER BUTTERFLY | WHARF ROACH | YELLOW BUTTERFLY | | |

Available Fish

| . | 4006 | e t | 0 | | £ | ~ | * | • |
|--------------|--------------------|------------------|---------------------|-------------------|-------------|-------------------|------------|--------------|
| BARBEL STEED | Barred Knifejaw | BLACK BASS | BLUEGILL | CARP | CHAR | CHERRY SALMON | COELACANTH | CRUCIAN CARP |
| • | 1 | 3 | er. | \Rightarrow | 45 | Ì | ^ | _ |
| DAB | DACE | FOOTBALL FISH | FRESHWATER GOBY | GIANT TREVALLY | GOLDFISH | HORSE MACKEREL | KOI | LOACH |
| - | | ė. | | sales. | ě | | ~ | <u>.</u> |
| OARFISH | OLIVE FLOUNDER | PALE CHUB | POPEYED GOLDFISH | RAINBOW TROUT | RED SNAPPER | RIBBON EEL | SEA BASS | SQUID |
| MA MA MA | 1 | 4 | | | | | | |

Available Deep-Sea Catches

WHALE SHARK YELLOW PERCH

| | | | | | | M M | | |
|-----------|-------------------|-----------------------|--------------|----------------|-----------------|-------------------|----------|------------------|
| 0 | • | Ð | | 0 | 0 | * | ¥ | 744 |
| ABALONE | ACORN BARNACLE | CHAMBERED NAUTILUS | CLAM | EAR SHELL | GIANT ISOPOD | Horsehair Crab | LOBSTER | mantis Shrimp |
| 8 | 6 | | • | * | ı | <u>المح</u> لا | * | * |
| OCTOPUS | PEARL OYSTER | RED KING CRAB | SCALLOP | SEA ANEMONE | SEA CUCUMBER | SEA SLUG | SEA STAR | SEAWEED |
| 500 | * | | æ | | | | | |
| SNOW CRAB | SPIDER CRAB | SPOTTED GARDEN EEL | TURBAN SHELL | | | | | |

March Events

405

1.0

Special Events

Weeding Day (Korea)

03/02

Visit a friend in Korea and help make their town weed-free!

Girl's Day (Japan)

03/03

Visit a friend in Japan and enjoy the festivities on this special day!

Shamrock Day

03/17

Sat

Deck yourself in green and pop by the plaza to score a stylish shamrock hat off of Isabelle!

Fishing Tourney

3rd Saturday

Grab your best rod and catch lots of fish for Chip!

Festivale

Date varies

Winter is over, spring has arrived, and that means it's party time! Use a net to catch feathers for Pavé.

Festivale Dates

| YEAR | DATE | YEAR | DATE |
|------|---------------|------|---------------|
| 2013 | February 11th | 2015 | February 16th |
| 2014 | March 3rd | 2016 | February 8th |

Bunny Day

Date varies

Grab all of your tools and join in the hunt for eggs!



Bunny Day Dates

| YEAR | DATE | YEAR | DATE |
|------|------------|------|------------|
| 2013 | March 31st | 2015 | April 5th |
| 2014 | April 20th | 2016 | March 27th |

Birthdays

Barry's Bonbon's Anchovy's Gala's Chevre's Molly's Zucker's

Barry's Birthday "Derp" Bonbon's Birthday "Deelish" Anchovy's Birthday "Chuurp" Gala's Birthday "Snortie"

Midge's

Birthday

Tweedledee

Chevre's Birthday "La baa"

Molly's Birthday "Quackidee"

Dotty's

Birthday

Wee one"

Zucker's Birthday "Bloop"

Julian's

Birthday

"Glitter"

Cyrano's Birthday "Ah-CHOO"

Doc's

Birthday

"Old bunny"

Merengue's Birthday "Shortcake" Elise's Birthday "Puh-lease"

Paula's Birthday "Yodelay"

Axel's Birthday 'WHONK"

Felicity's

Birthday
"Mimimi"

Skye's Birthday "Airmail" Klaus's Birthday

"Strudel"

Cheri's

Birthday

"Iralala"

Celia's Birthday "Feathers"

Fauna's Birthday "Dearie" Lolly's Birthday "Bonbon" Baabara's Birthday "Daahling" Biff's Birthday "Squirt" YELLOW BUTTERFLY

ROACH



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April Wildlife Chart

Available Insects

| | * | 917 | | | 3 | * | • | 7 |
|--------------|------------------|----------------------|----------|-------|-------------|-----------|--------------|--------------------|
| ANT | BEE | COMMON BUTTERFLY | FLEA | FLY | HERMIT CRAB | HONEYBEE | LADYBUG | MANTIS |
| | 景 | W | 0 | 6 | * | M | 美 | |
| MOLE CRICKET | ORCHID MANTIS | PEACOCK BUTTERFLY | PILL BUG | SNAIL | SPIDER | STINK BUG | TIGER BEETLE | TIGER BUTTERFLY |
| M M M M | W M M M | | | | | | | |

Available Fish

| ~ | 400% | • | • | G | • | | • | |
|-------------------|--|-----------------|----------|--|--------------------|-------------------|------------------|--|
| BARBEL STEED | Barred Knifejaw | BLACK BASS | BLUEGILL | BUTTERFLYFISH | CARP | CHAR | CHERRY SALMON | CLOWNFISH |
| * | ¥ | • | • | ~ | 97 × | \Rightarrow | ø, | MA M |
| COELACANTH | CRAWFISH | CRUCIAN CARP | DAB | DACE | FRESHWATER GOBY | GIANT TREVALLY | GOLDFISH | GUPPY |
| Ò | DER TO BE TO | 3 | | Mark Town Town Town Town Town Town Town Town | _ | • | 4 | AS AS AS |
| HORSE MACKEREL | KILLIFISH | KOI | LOACH | NEON TETRA | OARFISH | OLIVE FLOUNDER | PALE CHUB | POPEYED GOLDFISH |
| | * | | ~ | 3 | 9 | • | | 4 |
| RAINBOW TROUT | RED SNAPPER | RIBBON EEL | SEA BASS | SEA HORSE | SQUID | SURGEONFISH | TADPOLE | WHALE SHARK |

ZEBRA TURKEYFISH

| 0 | ۵ | ٠ | ۱ | 0 | 0 | * | ¥ | 24 10 10 10 10 10 10 10 10 10 10 10 10 10 |
|---|-------------------|-----------------------|-----------------|-----------|--------------|-------------------|-----------|---|
| ABALONE | ACORN BARNACLE | Chambered Nautilus | CLAM | EAR SHELL | GIANT ISOPOD | HORSEHAIR CRAB | LOBSTER | mantis Shrimp |
| 8 | • | * | • | المال | * | * | 4 | ** |
| PEARL OYSTER | SCALLOP | SEA ANEMONE | SEA CUCUMBER | SEA SLUG | SEA STAR | SEAWEED | SNOW CRAB | SPIDER CRAB |
| THE RESERVE TO SERVE THE RESERVE | 200 200 000 | | | | | | | |



April Events

Special Events

April Fool's Day

04/01

Save your neighbors from Blanca's antics on this mischievous day!

Tree Day (Korea)

04/05

Visit friend in Korea and help them celebrate this special occasion!

Nature Day

04/22

Enjoy a nice walk to the plaza on this lovely day. Isabelle is there with a surprise for you!

Fishing Tourney

2nd Saturday

Grab your best rod and catch lots of fish for Chip!

Weeding Day Last Friday

On the last Friday of April. meet Leif at the plaza and

help out with a little weeding!

Weeding Day (Europe)

Last Saturday of April

Visit a friend in Europe and help make their town weed-free!

Bunny Day

Date varies

Grab all your tools and join in the hunt for eggs!



Bunny Day Dates

| YEAR | DATE | YEAR | DATE |
|------|------------|------|------------|
| 2013 | March 31st | 2015 | April 5th |
| 2014 | April 20th | 2016 | March 27th |

Birthdays Funice's Buck's Bequ's Tammi's Birthday Birthday Birthday Birthday "Chimpy" "Lambchop" "Pardner "Salllick" Punchy's Maelle's Melha's Hopper's Rasher's Shari's Birthday Birthday Birthday Birthday Birthday Birthday "Slushie "Duckling" "Cheeky "Mrmpht" "Swine "Toasly Charlise's **Rocket's** Vesta's Pietro's Birthday Birthday Birthday Birthday "Honk honk" "Vroom "Bagaffo" "Urgh" Kevin's Agnes's Phoebe's Miranda's Skip's Bertha's Birthday Birthday Birthday Birthday Birthday Birthday 'Snuffle 'Flambo Quackulous' "Pockets "Bloop" 'Weeweewee' Coach's Katt's Ava's Angus's Birthday Birthday Birthday Birthday 'Stubble' "Purrly "Beaker" "Macmoo"



May Wildlife Chart

Available Insects

| | * | 9(5 | 8 | | × | - | * | • |
|-------------|--------|---------------------|---------------|--------------------|----------------------|---------------------|------------|-------------|
| ANT | BEE | COMMON BUTTERFLY | DIVING BEETLE | FLEA | FLY | HERMIT CRAB | HONEYBEE | LADYBUG |
| | 7 | * | 36 | - 3 | W | | ж | |
| LONG LOCUST | MANTIS | MOLE CRICKET | мотн | ORCHID MANTIS | PEACOCK BUTTERFLY | PILL BUG | PONDSKATER | RAJA BROOKE |
| Ó | * | À | * | W | 0 | . ?*? - | | |
| SNAIL | SPIDER | STINK BUG | TIGER BEETLE | TIGER Butterfly | WHARF ROACH | YELLOW BUTTERFLY | _ ^ | |

Available Fish

| 4 | ~ | Ø | ~ | • | G | • | * | 2-31 |
|-------------------|--------------|---------------------|---------------------|-----------------|---------------|--------------------|-------------|-------------------|
| ANGELFISH | BARBEL STEED | Barred Knifejaw | BLACK BASS | BLUEGILL | BUTTERFLYFISH | CARP | CATFISH | CHAR |
| - | \$ | 4 | ¥ | • | 1 | <u>01</u> 20 | a | ** |
| CHERRY SALMON | CLOWNFISH | COELACANTH | CRAWFISH | CRUCIAN CARP | DACE | FRESHWATER GOBY | FROG | GIANT TREVALLY |
| dy. | 50 | Ţ | AN COM AN | • | * | in Spal | IN THE RES | |
| GOLDFISH | GUPPY | HORSE MACKEREL | KILLIFISH | KOI | LOACH | NEON TETRA | NIBBLE FISH | OARFISH |
| • | | die | Sales I | * | | ~ | • | 0 |
| OLIVE FLOUNDER | PALE CHUB | POPEYED GOLDFISH | RAINBOW TROUT | RED SNAPPER | RIBBON EEL | SEA BASS | SEA HORSE | SQUID |
| • | M M M M | 1 | 樂 | | | | | |
| SURGEONFISH | TADPOLE | WHALE SHARK | ZEBRA TURKEYFISH | | | | | |

| O | ۵ | 9 | 0 | 0 | ¥ | The state of | 3 | |
|----------------|-------------------|-----------------------|------------|--------------|-----------------------|------------------|--------------|---------|
| ABALONE | ACORN BARNACLE | CHAMBERED NAUTILUS | EAR SHELL | GIANT ISOPOD | LOBSTER | mantis Shrimp | PEARL OYSTER | SCALLOP |
| * | <u> </u> | * | * | • | | â | | |
| SEA ANEMONE | SEA SLUG | SEA STAR | SEA URCHIN | SEAWEED | SPOTTED GARDEN EEL | TURBAN SHELL | | |

May Events

Special Events

Boy's Day (Japan)

05/05

Teacher's Day (Korea)



Visit a friend in Korea and help them celebrate this special day!



Mother's Day Sun.

2nd Sunday

Remember to wish your mom a very happy Mother's Day!

Visit a friend in Japan and help

them celebrate this cool kids' day!



Fishing Tourney

3rd Saturday

Grab your best rod and catch lots of fish for Chip!



Birthdays

Clyde's Birthday 'Clip clawp'

Mint's Birthday "Ahhhhhh"

Sylvia's Birthday "loey

Deirdre's Birthday 'Whatevs"



Tank's Birthday "KerPOW"

Ozzie's Birthday "Ol' bear"

Curlos's Birthday "Shearly" Bunnie's Birthday Tee-hee'

Patty's Birthday "How-now"

Cherry's Birthday "What what



Biskit's Birthday "Dawq"

Canberra's Birthday "Nuh uh"

Leonardo's Birthday "Flexin"

Gayle's Birthday "Snacky

Pekoe's Birthday "Bud"

Olaf's Birthday Whiffa

T-Bone's Birthday 'Moocher"

Colton's Birthday 'Check it"

Peggy's Birthday "Shweetie"

Deli's Birthday "Monch"

Derwin's Birthday "Derrir"

Bruce's Birthday "Gruff"

Del's Birthday "Gronk

Renee's Birthday Yo yo yo"

Purrl's Birthday "Kitten"

Hamlet's Birthday "Hammie'

Marcie's Birthday "Pouches"



June Wildlife Chart

Available Insects

| ** | | * | W | 1 | 98 | | O. | ** |
|---------------------|-------------|--------|-------------------|------------------|----------------------|---------------------|---------------|----------------------|
| AGRIAS BUTTERFLY | ANT | BEE | BIRDWING | CENTIPEDE | COMMON BUTTERFLY | DARNER DRAGONFLY | DIVING BEETLE | EMPEROR BUTTERFLY |
| ¥ | | | | | * | • | A | 4 |
| FIREFLY | FLEA | FLY | GOLIATH BEETLE | HERMIT CRAB | HONEYBEE | LADYBUG | LANTERN FLY | LONG LOCUST |
| 7 | M 10 / 10 M | 36 | | 2 | X | - <u>v</u> | × | |
| MANTIS | MOSQUITO | мотн | OAK SILK MOTH | ORCHID MANTIS | PEACOCK BUTTERFLY | PILL BUG | PONDSKATER | RAINBOW STAG |
| 100 | Ó | * |) | * | * | W | 1 | 0 |
| RAJA BROOKE | SNAIL | SPIDER | STINK BUG | TARANTULA | TIGER BEETLE | TIGER BUTTERFLY | VIOLIN BEETLE | WHARF ROACH |

YELLOW BUTTERFLY

Available Fish

| 4 | • | ~ | @ | ~ | • | G. | | • |
|--------------------|------------------|---|--|-------------------|-------------------|--|-------------------------------|---------------------|
| ANGELFISH | AROWANA | BARBEL STEED | Barred Knifejaw | BLACK BASS | BLUEGILL | BUTTERFLYFISH | CARP | CATFISH |
| 2000 | - | i i | 4 | ¥ | • | 1 | $\stackrel{\bullet}{\bullet}$ | |
| CHAR | CHERRY SALMON | CLOWNFISH | COELACANTH | CRAWFISH | CRUCIAN CARP | DACE | DORADO | EEL |
| et» | 1 | | • | \Longrightarrow | 495 | M M M | • | Ţ |
| FRESHWATER GOBY | FROG | GAR | GIANT SNAKEHEAD | GIANT TREVALLY | GOLDFISH | GUPPY | Hammerhead Shark | HORSE MACKEREL |
| | ~ | THE REAL PROPERTY AND ADDRESS OF THE PERTY ADDRESS OF THE PERTY ADDRESS OF THE PERTY AND ADDRESS OF THE PERTY AND ADDRESS OF THE PERTY | OR AND | 4 | • | e de la constantina della cons | • | die in |
| KILLIFISH | KOI | NEON TETRA | NIBBLE FISH | ocean Sunfish | OLIVE FLOUNDER | PALE CHUB | PIRANHA | POPEYED GOLDFISH |
| | * | | | * | ~ | 3 | * | <u>)</u> |
| RAINBOW TROUT | RED SNAPPER | RIBBON EEL | Saddled Bichir | SAW SHARK | SEA BASS | SEA HORSE | SHARK | SQUID |
| • | | - | 400 | | | | | |



WHALE SHARK ZEBRA TURKEYFISH

| O | ۵ | 9 | 0 | 0 | ¥ | The state of | | • |
|----------------|-------------------|--------------------|-----------|--------------|---------|-----------------------|--------------|---------|
| ABALONE | ACORN BARNACLE | CHAMBERED NAUTILUS | EAR SHELL | GIANT ISOPOD | LOBSTER | Mantis Shrimp | PEARL OYSTER | SCALLOP |
| * | F | ٠ | * | | • | | Eury. | v |
| SEA ANEMONE | SEA GRAPES | SEA SLUG | SEA STAR | SEA URCHIN | SEAWEED | SPOTTED GARDEN EEL | TIGER PRAWN | |

June Events

Special Events

6/2

Summer Solstice

06/21

The sun's beaming brightly—better visit Isabelle at the plaza for your ladder shades!



Sat

Bug-Off

3rd Saturday

Grab your best net and see if you can catch the bug of the day!



Father's Day

3rd Sunday

Remember to wish your dad a very happy Father's Day!



Birthdays

fon. Tue

Wed.

Thurs.

Fri.

Sat

Keaton's Birthday "Wingo"

Lucy's Birthday "Snoooink"

Filbert's Birthday "Bucko"

Camofrog's Birthday "Ten-hut" Zell's Birthday 'Shazam" Peanut's Birthday "Slacker" Alfonso's Birthday "It'sa me"

Walker's Birthday "Wuh"

Pudge's Birthday "Pudgy" Bettina's Birthday "Eekers" Scoot's Birthday "Zip zoom" Pippy's Birthday "Li'l hare" Maple's Birthday "Honey"

Roscoe's Birthday "Nay"

Tangy's Birthday "ReeeeOWR" Cookie's Birthday "Arfer" Sally's Birthday "Nutrneg" Graham's Birthday "Indeed" Sydney's Birthday "Sunshine" Jacques's Birthday "Zut alors" Tammy's Birthday "Ya heard"

Bluebear's Birthday "Peach"

Drake's Birthday "Quacko" Marina's Birthday "Blurp" Deena's Birthday 'Woowoo" Kidd's Birthday "Wut" Merry's Birthday "Mweee" Broccolo's Birthday "Eat it"

WHARF ROACH

WALKINGSTICK

SQUID

SURGEONFISH

SWEETFISH

TADPOLE



July Wildlife Chart

Available Insects

| *** | X | * | | * | X | A | | - 3 |
|---------------------|----------------------|---|---------------------|--------------------|----------------------|--------------------|------------------|------------------|
| AGRIAS BUTTERFLY | ANT | Horned Atlas | BANDED DRAGONFLY | BEE | BIRDWING | Brown Cicada | CENTIPEDE | CICADA SHELL |
| | | 0. | | | * | | • | - x |
| CYCLOMMATUS | DARNER DRAGONFLY | DIVING BEETLE | HORNED DYNASTID | HORNED ELEPHANT | EMPEROR BUTTERFLY | evening Cicada | FLEA | FLY |
| 8 | 8 | * | | | | | | * |
| FRUIT BEETLE | GIANT STAG | GIANT CICADA | GOLDEN STAG | GOLIATH BEETLE | GRASSHOPPER | HORNED HERCULES | HERMIT CRAB | HONEYBEE |
| ă - | 1 | 25 15 15 15 15 15 15 15 15 15 15 15 15 15 | | 7 | | | 36 | 1 |
| JEWEL BEETLE | LANTERN FLY | LONG LOCUST | LONGHORN BEETLE | MANTIS | miyama stag | MOSQUITO | MOTH | oak silk Moth |
| - 绿 | W | | - × - | | | A | | ă · |
| ORCHID MANTIS | PEACOCK BUTTERFLY | PILL BUG | PONDSKATER | rainbow Stag | RAJA BROOKE | ROBUST CICADA | SAW STAG | SCARAB BEETLE |
| 業 | Ó | * | ¥ | * | * | W | 0 | ő |
| SCORPION | SNAIL | SPIDER | STINK BUG | TARANTULA | TIGER BEETLE | TIGER BUTTERFLY | WALKER CICADA | WALKING LEAF |
| 4 | | | | | | | | |

Available Fish

| 4 | | \(\sigma\) | ~ | @ | 4 | _ | 0 | G. |
|---------------------|-------------|-------------------|--------------------|--------------------|------------------|---|---------------------|-------------------|
| ANGELFISH | ARAPAIMA | AROWANA | BARBEL STEED | BARRED KNIFEJAW | BLACK BASS | BLUE MARLIN | BLUEGILL | BUTTERFLYFISH |
| (A) | • | ф. | | ¥ | • | ~ | \Rightarrow | |
| CARP | CATFISH | CLOWNFISH | COELACANTH | CRAWFISH | CRUCIAN CARP | DACE | DORADO | EEL |
| S | 4 | - | • | * | dje | M 100 | - | ~ |
| FRESHWATER GOBY | FROG | GAR | GIANT SNAKEHEAD | Giant Trevally | GOLDFISH | GUPPY | Hammerhead Shark | HORSE MACKEREL |
| | • | 3 | M CONTRACTOR | | | • | - | • |
| KILLIFISH | KOI | NAPOLEONFISH | NEON TETRA | NIBBLE FISH | ocean Sunfish | OLIVE FLOUNDER | PALE CHUB | PIRANHA |
| and the | ٥ | * | | | +- | 1 | • | 4 |
| POPEYED GOLDFISH | PUFFER FISH | RED SNAPPER | RIBBON EEL | SADDLED BICHIR | SAW SHARK | SEA BASS | SEA HORSE | SHARK |
| - 3 | • | | | 1 | 400 | | | |

WHALE SHARK

ZEBRA TURKEYFISH

Available Deep-Sea Catches





July Events

Special Events

Starcrossed Day (Japan)

07/07

Visit a friend in Japan and



Bug-Off

3rd Saturday

Grab your best net and see if



TIGER BUTTERFLY WALKER CICADA

Walking leaf Walkingstick



August Wildlife Chart

Available Insects

| ** | | * | | * | X | M | 1 | 4 |
|---------------------|---------------------|------------------|------------------------|--------------------|----------------------|---------------------|--------------------|---------------------|
| AGRIAS BUTTERFLY | ANT | HORNED ATLAS | BANDED DRAGONFLY | BEE | BIRDWING | Brown Cicada | CENTIPEDE | CICADA SHELL |
| | | 3 3, | | | ** | | * | * |
| CYCLOMMATUS | Darner Dragonfly | DIVING BEETLE | HORNED DYNASTID | HORNED ELEPHANT | EMPEROR BUTTERFLY | Evening Cicada | FLEA | FLY |
| ă | | | | | | 4 | | |
| FRUIT BEETLE | GIANT STAG | GIANT CICADA | PETALTAIL DRAGONFLY | GOLDEN STAG | GOLIATH BEETLE | GRASSHOPPER | HORNED HERCULES | HERMIT CRAB |
| * | ŭ | * | * | | 7 | | | |
| HOUSE CENTIPEDE | JEWEL BEETLE | LANTERN FLY | LONG LOCUST | LONGHORN BEETLE | MANTIS | MIGRATORY LOCUST | MIYAMA STAG | MOSQUITO |
| 36 | W | 8 | W | - 0 - 1 | Ж | | 1200 | 144 |
| MOTH | OAK SILK MOTH | Orchid Mantis | PEACOCK BUTTERFLY | PILL BUG | PONDSKATER | rainbow Stag | RAJA BROOKE | rice Grasshopper |
| A | | ă | 業 | Ó | * | ¥ | * | * |
| Robust Cicada | SAW STAG | SCARAB BEETLE | SCORPION | SNAIL | SPIDER | STINK BUG | TARANTULA | TIGER BEETLE |
| | 0 | ð | ¥ | 0 | | | | |

KINGSTICK WHARF ROACH Available Fish

| 4 | | _ | \Rightarrow | Øk | 9 4 | - | • | . <mark>C</mark> . |
|--|---------------------|------------------------|--------------------|--------------------|--|-------------------|---------------------|--------------------|
| Angelfish | ARAPAIMA | AROWANA | BARBEL STEED | Barred Knifejaw | BLACK BASS | BLUE MARLIN | BLUEGILL | BUTTERFLYFISH |
| • | • | da . | 4 | ¥ | • | 4 | • | |
| CARP | CATFISH | CLOWNFISH | COELACANTH | CRAWFISH | CRUCIAN CARP | DACE | DORADO | EEL |
| ©D N | * | _ | 4 | \Rightarrow | 45 | | * | j |
| FRESHWATER GOBY | FROG | GAR | GIANT SNAKEHEAD | GIANT TREVALLY | GOLDFISH | GUPPY | Hammerhead Shark | HORSE MACKEREL |
| MA TO THE PARTY OF | 3 | | 9 | NA CONTRACTOR | THE REAL PROPERTY AND ADDRESS OF THE PERTY ADDRESS OF THE PERTY ADDRESS OF THE PERTY AND ADDRESS OF THE PERTY ADDRESS OF THE P | 4 | • | |
| KILLIFISH | KOI | MORAY EEL | NAPOLEONFISH | NEON TETRA | NIBBLE FISH | OCEAN SUNFISH | OLIVE FLOUNDER | PALE CHUB |
| • | | 9 | - | ě | - | -1775 | +- | 1 |
| PIRANHA | Popeyed Goldfish | PUFFER FISH | RAY | RED SNAPPER | RIBBON EEL | Saddled Bichir | SAW SHARK | SEA BASS |
| • | 4 | 4 | Ò | ø | | 1 | 41 | |
| SEA HORSE | SHARK | SOFT-SHELLED TURTLE | SQUID | Surgeonfish | SWEETFISH | WHALE SHARK | ZEBRA TURKEYFISH | |

Available Deep-Sea Catches



TIGER PRAWN TURBAN SHELL

'n,

August Events

Special Events

Fireworks Show

Sunday

Watch the night sky light up every Sunday in August!

Obon (Japan)

08/15

Visit a friend in Japan and enjoy the day's events!

Bug-Off

3rd Saturday

"Pushy

"Mango

"Grow

Grab your best net and see if you can catch the bug of the day!



Birthdays Kid Cat's Benjamin's Vladimir's Birthday Birthday Birthday "Alrighty" "Psst" "Nyet Poppy's Chester's Rory's Soleil's Cole's Birthday Birthday Birthday Birthday Birthday Birthday Birthday "Duuude" Yip yip "Nutty 'Rookie 'Capital" "Magan" Tarnation" Gigi's Gloria's Stinky's Tabby's Wendy's Rod's Dozer's Birthday Birthday Birthday **Birthday** Birthday Birthday Birthday "Me-WOW" 'GAAHHH" Ribbette" Quacker" "Ace" "Lambkins" "Zzzzzz" Polf's Rocco's Alice's Lopez's Wart Jr.'s Nana's Nan's Birthday Birthday Birthday Birthday Birthday Birthday "Po po "Hippie "Guvnor "Buckgroo" "Grr-ribbit" "Grmolf" "Kid" Tipper's Bangle's Gruff's Rowan's Chrissy's Hazel's Birthday Birthday Birthday Birthday Birthday Birthday

'Sparkles'

'Bleh eh eh"

"Uni-wow"



YELLOW BUTTERFLY



September Wildlife Chart

Available Insects

| 66 | | * | * | * | | 147 | A | <u> </u> |
|------------------------|-------------|--------------|---------------------|------------------------|-------------------|---------------------|------------------|--------------------|
| AGRIAS BUTTERFLY | ANT | BEE | BELL CRICKET | BIRDWING | CENTIPEDE | COMMON BUTTERFLY | CRICKET | DIVING BEETLE |
| * | • | * | ŏ | | | M | * | * |
| EMPEROR BUTTERFLY | FLEA | FLY | FRUIT BEETLE | PETALTAIL DRAGONFLY | GOLIATH BEETLE | GRASSHOPPER | HERMIT CRAB | HOUSE CENTIPEDE |
| * | | | | * | | 36 | W | \$ |
| LANTERN FLY | LONG LOCUST | MANTIS | MIGRATORY LOCUST | Monarch Butterfly | MOSQUITO | MOTH | OAK SILK MOTH | ORCHID MANTIS |
| W | | × | | V | | 1 | 業 | Ó |
| PEACOCK BUTTERFLY | PILL BUG | PONDSKATER | RAINBOW STAG | RAJA BROOKE | RED DRAGONFLY | RICE GRASSHOPPER | SCORPION | SNAIL |
| * | * | * | - 500 | * | 0 | 8 | * | 0 |
| SPIDER | STINK BUG | TIGER BEETLE | TIGER BUTTERFLY | VIOLIN BEETLE | WALKER CICADA | WALKING LEAF | WALKINGSTICK | WHARF ROACH |
| AND THE REAL PROPERTY. | | | | | | | | |

Available Fish

| de. | - | - | ~ | 4006 | • | | • | <u>,</u> |
|-----------|---------------------|--------------------|--|--|------------------|-------------------|---------------------|---------------------|
| ANGELFISH | ARAPAIMA | AROWANA | BARBEL STEED | BARRED KNIFEJAW | BLACK BASS | BLUE MARLIN | BLUEGILL | BUTTERFLYFISH |
| • | • | Zingi. | 1 | क्षेत्र | 4 | ¥ | • | • |
| CARP | CATFISH | CHAR | CHERRY SALMON | CLOWNFISH | COELACANTH | CRAWFISH | CRUCIAN CARP | DACE |
| | - | 20 N | ~ | \Rightarrow | * | -50 | - | î |
| DORADO | EEL | FRESHWATER GOBY | GAR | GIANT TREVALLY | GOLDFISH | GUPPY | HAMMERHEAD SHARK | HORSE MACKEREL |
| - | * | | Market Ma | Mar Add Add Add Add Add Add Add Add Add Ad | 4 | • | - | |
| KOI | MITTEN CRAB | MORAY EEL | NEON TETRA | NIBBLE FISH | OCEAN SUNFISH | OLIVE FLOUNDER | PALE CHUB | PIKE |
| • | | ٥ | | 6 | ě | | -775 | 4 |
| PIRANHA | POPEYED GOLDFISH | PUFFER FISH | RAINBOW TROUT | RAY | RED SNAPPER | RIBBON EEL | Saddled Bichir | SALMON |
| - | ~ | 3 | 4 | 4 | 0 | | * (| 400 |
| SAW SHARK | SEA BASS | SEA HORSE | SHARK | SOFT-SHELLED TURTLE | SURGEONFISH | SWEETFISH | WHALE SHARK | Zebra Turkeyfish |



Available Deep-Sea Catches, continued



September Events

Special Events

9/03

Weeding Day (Japan)

09/03

Visit a friend in Japan and help make their town weed-free!

Tsuki<mark>mi (J</mark>apan)

Lunar calendar: August 15th

Visit a friend in Japan and help them celebrate the Autumn Moon!

Mon.

Labor Day

1st Monday

No work for today! Relax and enjoy the fruits of your labor with Isabelle at the plaza.



Chuseok (Korea)

Date varies

Look up a friend in Korea and celebrate the Autumn Moon together!
Occurs on the day of the full moon closest to the Autumnal Equinox.

*

rd Sal

"Sulky

"PIIIII

Bug-Off

3rd Saturday

Grab your best net and see if you can catch the bug of the day!



Autumn Moon (US & Europe)

Date varies

September 9th

2016

September 16th

2014

Celebrate this special event in your town, or with a friend in Europe!





October Wildlife Chart

Available Insects

| | | * | X | 1 | A | | | |
|------------------|---------------------|---------|--------------|--------------|---------------------|----------------------|------------------|------------------------|
| ANT | BAGWORM | BEE | BELL CRICKET | CENTIPEDE | CRICKET | FLEA | FLY | Petaltail Dragonfly |
| 3 | * | • | | 7 | ** | Ж | A | 0 - |
| HERMIT CRAB | HOUSE CENTIPEDE | LADYBUG | LONG LOCUST | MANTIS | Migratory Locust | Monarch Butterfly | ORCHID MANTIS | PILL BUG |
| AN AN AN | -1 | * | Ä | * | 1 | * | 0 | |
| RED DRAGONFLY | RICE GRASSHOPPER | SPIDER | STINK BUG | TIGER BEETLE | VIOLIN BEETLE | WALKINGSTICK | WHARF ROACH | |

Available Fish

| 4 | \leftarrow | @ k | € 4 | • | • | • | 2000 | ~ |
|------------------|-----------------|--------------------|------------|---|-------------------|-------------|--------------|---------------------|
| ANGELFISH | BARBEL STEED | BARRED KNIFEJAW | BLACK BASS | BLUEGILL | CARP | CATFISH | CHAR | CHERRY SALMON |
| | • | • | 1 | ed× | \Rightarrow | A | -50 | ř |
| COELACANTH | CRUCIAN CARP | DAB | DACE | Freshwater Goby | GIANT TREVALLY | GOLDFISH | GUPPY | HORSE MACKEREL |
| | 3 | * | | AND | • | en-c | 1 | e die |
| KING SALMON | KOI | MITTEN CRAB | MORAY EEL | NEON TETRA | OLIVE FLOUNDER | PALE CHUB | PIKE | POPEYED GOLDFISH |
| | - | * | | ~ | • | - | ð | 4 |
| RAINBOW TROUT | RAY | RED SNAPPER | RIBBON EEL | SEA BASS | SEA HORSE | WHALE SHARK | YELLOW PERCH | ZEBRA TURKEYFISH |

| O | • | 2 | • | 0 | 0 | 9 | ¥ | 8 |
|---------|-------------------|-----------------------|-------------|------------|--------------|---------------|-----------------------|--------------|
| ABALONE | ACORN BARNACLE | CHAMBERED NAUTILUS | CLAM | EAR SHELL | GIANT ISOPOD | LOBSTER | Mantis Shrimp | OCTOPUS |
| | | | * | <u>1-0</u> | * | A | | |
| OYSTER | PEARL OYSTER | SCALLOP | SEA ANEMONE | sea slug | SEA STAR | SPINY LOBSTER | SPOTTED GARDEN EEL | SWEET SHRIMP |



October Events

Special Events

nd Mon

Explorer's Day

2nd Monday

Celebrate the courage of brave explorers with Isabelle at the plaza today!



2nd So

Fishing Tourney

2nd Saturday

Grab your best rod and catch lots of fish for Chip!



0/3

Halloween

10/31

Put on your freakiest mask and spook your neighbors for candy! Lo!lipops are Jack's favorite.



| Sun. | Mon. | Tues. | Wed. | Thurs. | Fri. | Sat. |
|---------------------------------------|--------------------------------------|-----------------------------------|----------------------------------|---------------------------------------|-----------------------------------|--|
| | | | Diva's Birthday "Ya know" | Big Top's Birthday "Villain" | Goose's Birthday "Buh-kay" | Elmer's Birthday "Tenderfoo |
| Tex's Birthday "Picante" | Cobb's Birthday "Hot dog" | Kiki's Birthday "Kitty cat" | Drift's Birthday "Brah" | Benedict's Birthday "Uh-hoo" | Kitt's Birthday "Child" | Lyman's Birthday "Chips" |
| Chops's Birthday "Zoink" | Egbert's Birthday "Doodle-duh" | Hippeux's Birthday "Natch" | Friga's Birthday "Brrrmph" | Limberg's Birthday "Squinky" | Al's Birthday "Ayyyeee" | Clay's Birthday "Thump" |
| Antonio's Birthday "Honk" | Timbra's Birthday "Pine nut" | 22 | Nate's Birthday "Yawwwn" | Broffina's Birthday "Cluckadoo" | Portia's Birthday "Ruffian" | Sonny's Birthday "Yeah buddy" |
| Jambette's Birthday 'Croak-kay" | Gaston's Birthday "Mon chou" | Rodeo's Birthday "Chaps" | 30 | Halloween | | |



November Wildlife Chart

Available Insects





Available Fish

| (| 406 | • | € | 3 | • | • | | - |
|-------------------|--------------------|-------------|------------|-------------------|--------------------|-------------------|---------------------|---------------------|
| BARBEL STEED | Barred Knifejaw | BITTERLING | BLACK BASS | BLOWFISH | BLUEGILL | CARP | CHAR | CHERRY SALMON |
| - | • | | 1 | 3 | <u> </u> | \Rightarrow | 49 | - 50 |
| COELACANTH | CRUCIAN CARP | DAB | DACE | Football Fish | Freshwater Goby | GIANT TREVALLY | GOLDFISH | GUPPY |
| 1 | • | * | | • | * | | in Water in | |
| HORSE MACKEREL | KOI | MITTEN CRAB | NEON TETRA | OLIVE FLOUNDER | PALE CHUB | PIKE | POPEYED GOLDFISH | RAINBOW TROUT |
| - | ě | | 1 | 3 | | - | 1 | die . |
| RAY | RED SNAPPER | RIBBON EEL | SEA BASS | SEA HORSE | TUNA | WHALE SHARK | YELLOW PERCH | ZEBRA TURKEYFISH |

| 0 | ۵ | 2 | ٠ | 0 | 0 | ** | ¥ | |
|---------|-------------------|-----------------------|-----------------------|--------------|----------------|-------------------|----------|------------------|
| ABALONE | ACORN BARNACLE | Chambered Nautilus | CLAM | EAR SHELL | GIANT ISOPOD | Horsehair Crab | LOBSTER | mantis Shrimp |
| -8- | 8 | 8 | 100 | • | ** | | F-0 | * |
| OCTOPUS | OYSTER | PEARL OYSTER | RED KING CRAB | SCALLOP | SEA ANEMONE | SEA CUCUMBER | SEA SLUG | SEA STAR |
| • | 4 | A | | | 4 | | | |
| SEAWEED | SNOW CRAB | SPINY LOBSTER | SPOTTED GARDEN EEL | SWEET SHRIMP | TURBAN SHELL | | | |

November Events

Special Events

Saf.

Fishing Tourney

3rd Saturday

Grab your best rod and catch lots of fish for Chip!



Urs.

Harvest Festival

"Snarrd"

"Baga man

"Bo peep"

4th Thursday

Swap ingredients with your neighbors and help Franklin prepare the ultimate feast!



Birthdays Iggly's Birthday Butch's Birthday "Waddler" "ROOOOOWF" Snake's Lucky's Alli's Lobo's Bam's Pango's Birthday Birthday Birthday Birthday Birthday Birthday "Bunyip" "Rrr-owch" Ah-rooooo "Boosh" "Graaagh" "Snooooof" Mathilda's Rodney's Pancetti's Mac's Queenie's Sly's Daisy's Birthday Birthday Birthday Birthday Birthday
"Hoo-rah" Birthday **Birthday** Wee baby "Bow-WOW" "Le ham" "Woo woof" 'Chicken" "Sooey Mallary's Amelia's Flip's Claudia's Sparro's Knox's Birthday Birthday Birthday Birthday Birthday Birthday Birthday 'Quackpih" "Cuz" Teacup" "Like whoa" "Rerack" "Ooh la la" "Cluckling" Wolfgang's Willow's Phil's Peaches's Shep's Kabuki's Birthday Birthday Birthday Birthday Birthday Birthday

"Hurk

'Neighbor"

"Meooo-OH





December Wildlife Chart

Available Insects

| | | * | | × | * | 3 | * | |
|----------------|---------|-----|-----------|-------------|-----|-------------|--------------|----------|
| ANT | BAGWORM | BEE | CENTIPEDE | DUNG BEETLE | FLY | HERMIT CRAB | MOLE CRICKET | PILL BUG |
| it his his his | | | | | | | | |

WHARF

Available Fish

| ~ | ē. | ~ | • | • | • | 4 | • | • |
|--------------|------------------|--------------------|---------------------|-------------|-------------------|------------|------------------|-------------------|
| BARBEL STEED | BITTERLING | BLACK BASS | BLOWFISH | BLUEGILL | CARP | COELACANTH | CRUCIAN CARP | DAB |
| ~ | 3 | eb× | * | 46 | Ĉ | * | - | • |
| DACE | Football Fish | Freshwater Goby | Giant Trevally | GOLDFISH | HORSE MACKEREL | KOI | OARFISH | OLIVE FLOUNDER |
| A. | • | | | ě | | 1 | AN AN AN AN | 0 |
| PALE CHUB | PIKE | POND SMELT | Popeyed Goldfish | RED SNAPPER | RIBBON EEL | SEA BASS | SEA BUTTERFLY | SQUID |
| - | () | / | ł | | | | | |
| STRINGFISH | TUNA | WHALE SHARK | YELLOW PERCH | | | | | |

| 0 | | 9 | ۱ | 0 | 0 | * | ¥ | - Thing - |
|---------|-------------------|-----------------------|-----------------------|--------------|--------------|-------------------|----------|------------------|
| ABALONE | ACORN Barnacle | CHAMBERED NAUTILUS | CLAM | EAR SHELL | GIANT ISOPOD | Horsehair Crab | LOBSTER | mantis Shrimp |
| -8- | 8 | 8 | See See | | * | - | | * |
| OCTOPUS | OYSTER | PEARL OYSTER | RED KING CRAB | SCALLOP | sea anemone | SEA CUCUMBER | SEA SLUG | SEA STAR |
| • | 4 | A | | | a | | | |
| SEAWEED | SNOW CRAB | SPINY LOBSTER | SPOTTED GARDEN EEL | SWEET SHRIMP | Turban Shell | | | |

December Events

Special Events

2/06

Naughty-or-Nice Day (Europe)

12/06

Visit a friend who lives in Europe and partake in the day's festivities!

Fishing Tourney

2nd Saturday

Grab your best rod and catch lots of fish for Chip!

Winter Solstice

12/21

The sun never rises on this dark day! Visit Isabelle at the plaza for a special goodie.

Toy Day

12/24

Disguise yourself as Santa and help Jingle hand out toys!

Countdown

12/31

The New Year is upon us! Party at the plaza all night!



| Birthday | ys | | See See | G-30-194 | | |
|----------------------------|---------------------------------|-------------------------------|-------------|------------|-------------|------------|
| | | | | | | |
| Rooney's | Annalise's | | Robin's | Hans's | Kyle's | Monty's |
| Birthday | Birthday | | Birthday | Birthday | Birthday | Birthday |
| "Punches" | "Nipper" | | "La-di-da" | "Groovy" | "Alpha" | "G'tang" |
| Eloise's | Becky's | Tom's | Sterling's | Lucha's | Bianca's | Dobie's |
| Birthday | Birthday | Birthday | Birthday | Birthday | Birthday | Birthday |
| "Tooooot" | "Chicklet" | "Me-YOWZA" | "Skraaaaw" | "Cacaw" | "Wink wink" | "Uff da" |
| Chadder's | Gabi's | Cousteau's | Freya's | Chief's | Rudy's | Blanche's |
| Birthday | Birthday | Birthday | Birthday | Birthday | Birthday | Birthday |
| "Fromage" | "Honeybun" | "Oui oui" | "Cha-chomp" | "Harrumph" | "Mush" | "Quite so" |
| Quilliam's | Ken's | Toy Day | Ruby's | Pashmina's | Goldie's | Bella's |
| Birthday | Birthday | | Birthday | Birthday | Birthday | Birthday |
| "Ridukulous" | "No doubt" | | "Li'l ears" | "Kidders" | "Woof" | "Eeks" |
| Vic's Birthday "Cud" | Hugh's Birthday "Snortle" | Marcel's Birthday "Non" | | | | |



Home Sweet Home

In Animal Crossing, your home is a haven of comfort and style. This chapter covers everything you need to know about getting the most out of your living space, including tips on how to blow away the HHA.

Home Upgrades

Upgrading your home is one of the most satisfying accomplishments you can achieve in *New Leaf*. More living space means more room to decorate, so visit Tom Nook at Nook's Homes on Main Street whenever you're ready to expand.



Home Loans

| UPGRADE | sile | LOAN AMOUNT | GOT IT? |
|--|------------------------------|-------------|----------------------|
| | | | dul II: |
| Tent | 4x4 | 10,000 | V IP CP SP AP |
| House | 4x4 | 39,800 | √ 1P 2P 3P 4P |
| Main room, upgrade 1 | 6x6 | 98,000 | √ 1P 2P 3P 4P |
| Main room, upgrade 2 | 8x8 | 198,000 | √ 1P 2P 3P 4P |
| Second floor room | 4x4 | 298,000 | √ (P 2P 3P 4P |
| Second floor room, upgrade 1 | (More space) Upstairs 6x6 | 498,000 | √ 1P 2P 3P 4P |
| Second floor room, upgrade 2 | (More Space) Upstairs 8x8 | 598,000 | √PPPP |
| Main floor extra room (left) | 4x4 | 348,000 | √ 1P 2P 3P 4P |
| Main floor extra room (left), upgrade 1 | 6x6 | 498,000 | √ IP 2P 3P 4P |
| Main floor extra room (left), upgrade 2 | 8x8 | 598,000 | √ 1P 2P 3P 4P |
| Main floor extra room (back) | 4x4 | 348,000 | √ 1P 2P 3P 4P |
| Main floor extra room (back), upgrade 1 | 6x6 | 498,000 | √ IP 2P 3P AP |
| Main floor extra room (back), upgrade 2 | 8x8 | 598,000 | √1P2P3P4P |
| Main floor extra room (right) | 4x4 | 348,000 | √ 1P 2P 3P 4P |
| Main floor extra room (right), upgrade 1 | 6x6 | 498,000 | √ 1P 2P 3P 4P |
| Main floor extra room (left), upgrade 2 | 8x8 | 598,000 | √ 1P 2P 3P 4P |
| Basement | Basement 4x4 | 428,000 | √ 1P 2P 3P 4P |
| Basement, upgrade 1 | Basement 6x6 | 498,000 | √ IP 2P 3P 4P |
| Basement, upgrade 2 | Basement 8x8 | 598,000 | √ 1P 2P 3P 4P |
| TOTAL COST: | N/A | 7,595,800 | √ 1P 2P 3P 4P |

Home Renovations

Nook's Homes also offers a variety of special exterior renovation options. From your fence to your roof, every part of your home's exterior can be transformed however you like. Just talk to Tom!

NOTE

Tom's selection of renovations changes often, so check Nook's Homes each day.



Frameworks

| I I dille Wolks | | | | | | |
|-----------------|---------|----------|---------------|--|--|--|
| NAME | COST | THEME(S) | GOT IT? | | | |
| Castle | 398,000 | None | √1P2P3P4P | | | |
| Mansion | 128,000 | None | √ IP 2P 3P 4P | | | |
| Modern house | 398,000 | None | √P2P3P4P | | | |
| Zen castle | 398,000 | None | √ IP 2P 3P 4P | | | |

Mailboxes

| Mailboxes | | | | | | |
|--------------------|-------|---|----------------------|--|--|--|
| NAME | COST | THEME(S) | GOT IT? | | | |
| Barrel mailbox | 3,600 | Antique, Harmonious, Rustic, Toy Shop | √ 1P 2P 3P 4P | | | |
| Blue mailbox | 3,600 | Sci-Fi, Toy Shop | √ 1P 2P 3P 4P | | | |
| Cabana mailbox | 3,600 | Harmonious, Quirky, Rustic | √1P 2P 3P 4P | | | |
| Cyan mailbox | 3,600 | Sci-Fi, Toy Shop, Trendy | √ 1P 2P 3P 4P | | | |
| Fairy-tale mailbox | 3,600 | Fairy Tale | √1P2P3P4P | | | |
| Green mailbox | 3,600 | Sci-Fi, Toy Shop | √ 1P 2P 3P 4P | | | |
| Light-blue mailbox | 3,600 | Sci-Fi, Toy Shop, Trendy | √ 1P 2P 3P 4P | | | |
| Mermaid mailbox | 3,600 | Fairy Tale | √ 1P 2P 3P 4P | | | |
| Metal mailbox | 3,600 | Antique, Quirky, Sci-Fi, Toy Shop, Trendy | √ 1P 2P 3P 4P | | | |
| Orange mailbox | 3,600 | Antique, Harmonious | √ 1P 2P 3P 4P | | | |
| Pink mailbox | 3,600 | Fairy Tale, Rustic | √1P2P3P4P | | | |
| Red mailbox | 3,600 | Harmonious, Toy Shop | √ 1P 2P 3P 4P | | | |
| Royal mailbox | 3,600 | Antique, Fairy Tale | √ 1P 2P 3P 4P | | | |
| Shabby mailbox | 3,600 | Quirky | √ 1P 2P 3P 4P | | | |
| Square mailbox | 3,600 | Toy Shop, Trendy | √ IP 2P 3P 4P | | | |
| Stainless mailbox | 3,600 | Sci-Fi, Toy Shop, Trendy | √ 1P 2P 3P 4P | | | |
| Sweets mailbox | 3,600 | Fairy Tale | √ 1P 2P 3P 4P | | | |
| White mailbox | 3,600 | Antique, Harmonious, Rustic | √ 1P 2P 3P 4P | | | |
| Wooden mailbox | 3,600 | Antique, Harmonious, Rustic | √1P2P3P4P | | | |
| Yellow mailbox | 3,600 | Toy Shop | √ 1P 2P 3P 4P | | | |
| Zen mailbox | 3,600 | Harmonious, Quirky, Rustic | √ 1P 2P 3P 4P | | | |



| Front Doors | | | | | | |
|----------------------|-------|----------------------------------|----------------------|--|--|--|
| NAME | COST | THEME(S) | GOT IT? | | | |
| Arch fairy-tale door | 4,000 | Fairy Tale | √IP2P3P4P | | | |
| Arched astra door | 4,000 | Sci-Fi, Toy Shop, Trendy | √ 1P 2P 3P 4P | | | |
| Arched bamboo door | 4,000 | Harmonious, Rustic | √ P 2P 3P 4P | | | |
| Arched beige door | 4,000 | Trendy | √ IP 2P 3P 4P | | | |
| Arched blue door | 4,000 | Fairy Tale | √ IP 2P 3P 4P | | | |
| Arched brown door | 4,000 | Antique | √ IP 2P 3P 4P | | | |
| Arched cabin door | 4,000 | Rustic | √P2P3P4P | | | |
| Arched circle door | 4,000 | Antique, Rustic | √ 1P 2P 3P 4P | | | |
| Arched door | 4,000 | Antique, Rustic | √P2P3P4P | | | |
| Arched fish door | 4,000 | Antique, Rustic | √ 1P 2P 3P 4P | | | |
| Arched green door | 4,000 | Fairy Tale, Toy Shop | √ IP 2P 3P AP | | | |
| Arched heavy door | 4,000 | Antique, Quirky, Sci-Fi | √ 1P 2P 3P 4P | | | |
| Arched imperial door | 4,000 | Harmonious | √ 1P 2P 3P 4P | | | |
| Arched kiddie door | 4,000 | Toy Shop | √ IP 2P 3P 4P | | | |
| Arched mermaid door | 4,000 | Fairy Tale | √P2P3P4P | | | |
| Arched metal door | 4,000 | Quirky, Sci-Fi, Toy Shop, Trendy | √ IP 2P 3P 4P | | | |
| Arched patched door | 4,000 | Quirky, Sci-Fi | √1P2P3P4P | | | |
| Arched pink door | 4,000 | Fairy Tale, Trendy | √ IP 2P 3P 4P | | | |
| Arched sweets door | 4,000 | Fairy Tale | √ IP 2P 3P 4P | | | |
| Arched yellow door | 4,000 | Fairy Tale, Toy Shop | √ IP 2P 3P 4P | | | |
| Arched zen door | 4,000 | Harmonious, Quirky, Rustic | √ 1P 2P 3P 4P | | | |
| Astra door | 4,000 | Sci-Fi, Toy Shop, Trendy | √ IP 2P 3P 4P | | | |
| Bamboo door | 4,000 | Harmonious, Rustic | √ IP 2P 3P 4P | | | |
| Basic door | 4,000 | Antique, Rustic | √ 1P 2P 3P 4P | | | |
| Beige door | 4,000 | Antique, Trendy | √ IP 2P 3P 4P | | | |
| Blue door | 4,000 | Fairy Tale | √ IP 2P 3P 4P | | | |
| Brown door | 4,000 | Antique | √P2P3P4P | | | |
| Cabin door | 4,000 | Rustic | √ IP 2P 3P 4P | | | |
| Classic door | 4,000 | Antique, Rustic | √ IP 2P 3P 4P | | | |
| Fairy-tale door | 4,000 | Fairy Tale | √ 1P 2P 3P 4P | | | |
| Fish door | 4,000 | Antique, Rustic | √ 1P 2P 3P 4P | | | |
| Green door | 4,000 | Fairy Tole, Toy Shop | √ IP 2P 3P 4P | | | |
| Heavy door | 4,000 | Antique, Quirky, Sci-Fi | √ IP 2P 3P 4P | | | |
| Imperial door | 4,000 | Harmonious | √ 1P 2P 3P 4P | | | |
| Kiddie door | 4,000 | Toy Shop | √P2P3P4P | | | |
| Mermaid door | 4,000 | Fairy Tale | √ 1P 2P 3P 4P | | | |
| Metal door | 4,000 | Quirky, Sci-Fi, Toy Shop, Trendy | √ IP 2P 3P 4P | | | |
| Patched door | 4,000 | Quirky, Sci-Fi | √ P 2P 3P 4P | | | |

CHAPTER 10: HOME SWEET HOME

Front Doors, continued

| Front Doors, continued | | | | | |
|------------------------|-------|----------------------------|--------------------|--|--|
| NAME | COST | THEME(S) | GOT IT? | | |
| Pink door | 4,000 | Fairy Tale, Trendy | √P2P3P4P | | |
| Sweets door | 4,000 | Fairy Tale | √ P 2 3 4 P | | |
| Yellow door | 4,000 | Fairy Tale, Toy Shop | √P2P3P4P | | |
| Zen door | 4,000 | Harmonious, Quirky, Rustic | √ 1P 2P 3P 4P | | |

Roofs

| Roofs | | | | | |
|----------------------|-------|-----------------------------|----------------------|--|--|
| NAME | COST | THEME(S) | GOT IT? | | |
| Astro roof | 5,200 | Sci-Fi, Toy Shop, Trendy | √IP 2P 3P 4P | | |
| Black modern roof | 5,200 | Sci-Fi, Trendy | √ IP 2P 3P 4P | | |
| Black roof | 5,200 | Quirky | √ P 2P 3P 4P | | |
| Black-shingle roof | 5,200 | Antique, Quirky, Rustic | √P2P3P4P | | |
| Black-straw roof | 5,200 | Harmonious, Quirky, Rustic | √ IP 2P 3P 4P | | |
| Black-tile roof | 5,200 | Harmonious, Quirky | √ IP 2P 3P 4P | | |
| Blue roof | 5,200 | Toy Shop | √ IP 2P 3P 4P | | |
| Blue-shingle roof | 5,200 | Antique, Rustic | √ 1P 2P 3P 4P | | |
| Brown roof | 5,200 | Harmonious | √ P2P3P4P | | |
| Concrete roof | 5,200 | Sci-Fi, Toy Shop, Trendy | √ IP 2P 3P 4P | | |
| Fairy-tale roof | 5,200 | Fairy Tale | √ IP 2P 3P 4P | | |
| Fuchsia roof | 5,200 | Fairy Tale | √ IP 2P 3P 4P | | |
| Grass roof | 5,200 | Harmonious, Rustic | √ IP 2P 3P 4P | | |
| Green roof | 5,200 | Toy Shop | √ 1P 2P 3P 4P | | |
| Green-tile roof | 5,200 | Harmonious | √ 1P 2P 3P 4P | | |
| Kiddie roof | 5,200 | Toy Shop | √ 1P 2P 3P 4P | | |
| Mermaid roof | 5,200 | Fairy Tale | √ IP 2P 3P 4P | | |
| Mint fairy-tale roof | 5,200 | Fairy Tale | √ 1P 2P 3P 4P | | |
| Pink roof | 5,200 | Fairy Tale | √ IP 2P 3P 4P | | |
| Purple roof | 5,200 | None | √ IP 2P 3P 4P | | |
| Purple-shingle roof | 5,200 | Antique, Rustic | √1P 2P 3P 4P | | |
| Ranch roof | 5,200 | Rustic | √ 1P 2P 3P 4P | | |
| Red roof | 5,200 | Harmonious, Toy Shop | √ 1P 2P 3P 4P | | |
| Shanty roof | 5,200 | Quirky, Sci-Fi | √ 1P 2P 3P 4P | | |
| Simple blue roof | 5,200 | Rustic | √ IP 2P 3P 4P | | |
| Simple gray roof | 5,200 | Sci-Fi, Trendy | √ 1P 2P 3P 4P | | |
| Simple green roof | 5,200 | Sci-Fi, Trendy | √ 1P 2P 3P 4P | | |
| Stone roof | 5,200 | Antique, Harmonious, Quirky | √ 1P 2P 3P 4P | | |
| Straw-thatched roof | 5,200 | Harmonious, Rustic | √ 1P 2P 3P 4P | | |
| Sweets roof | 5,200 | Fairy Tale | √ P 2P 3P 4P | | |
| Uneven stone roof | 5,200 | Antique, Harmonious, Quirky | √P2P3P4P | | |
| White roof | 5,200 | None | √ 1P 2P 3P 4P | | |



Roofs, continued

| 140015) COILLIIMEU | | | | |
|--------------------|-------|----------|---------------|--|
| NAME | COST | THEME(S) | GOT IT? | |
| Yellow roof | 5,200 | None | √ 1P 2P 3P 4P | |
| Yellow roof | 5,200 | Toy Shop | √ 1P 2P 3P 4P | |

| Fences | | | | | |
|--------------------|-------|------------------------------|----------------------|--|--|
| NAME | COST | THEME(S) | GOT IT? | | |
| Bamboo fence | 3,500 | Harmonious, Rustic | √ 1P 2P 3P 4P | | |
| Barbed-wire fence | 3,500 | Quirky, Rustic, Sci-Fi | √ 1P 2P 3P 4P | | |
| Blue fence | 3,500 | Toy Shop, Trendy | √ 1P 2P 3P 4P | | |
| Blue mermaid fence | 3,500 | Fairy Tale | √ 1P 2P 3P 4P | | |
| Cinder-block wall | 3,500 | Trendy | √ 1P 2P 3P 4P | | |
| Concrete fence | 3,500 | Sci-Fi, Toy Shop, Trendy | √ 1P 2P 3P 4P | | |
| Corral fence | 3,500 | Rustic | √ 1P 2P 3P 4P | | |
| Country fence | 3,500 | Rustic | √ 1P 2P 3P 4P | | |
| Curvy fence | 3,500 | Harmonious, Rustic | √1P2P3P4P | | |
| Fairy-tale fence | 3,500 | Fairy Tale | √ 1P 2P 3P 4P | | |
| Fancy fence | 3,500 | Antique, Fairy Tale | √ 1P 2P 3P 4P | | |
| Gray-brick fence | 3,500 | Antique, Quirky, Sci-Fi | √ 1P 2P 3P 4P | | |
| Hedge | 3,500 | Harmonious, Rustic | √1P2P3P4P | | |
| Picket fence | 3,500 | Antique, Rustic | √ 1P 2P 3P 4P | | |
| Pink fence | 3,500 | Fairy Tale, Toy Shop, Trendy | √ 1P 2P 3P 4P | | |
| Pink mermaid fence | 3,500 | Fairy Tale | √ 1P 2P 3P 4P | | |
| Red-brick fence | 3,500 | Trendy | √ 1P 2P 3P 4P | | |
| Rope fence | 3,500 | Sci-Fi | √ 1P 2P 3P 4P | | |
| Sculpted hedge | 3,500 | Harmonious, Rustic | √1P2P3P4P | | |
| Shanty fence | 3,500 | Quirky, Sci-Fi | √ 1P 2P 3P 4P | | |
| Sweets fence | 3,500 | Fairy Tale | √ 1P 2P 3P 4P | | |
| Zen fence | 3,500 | Harmonious, Quirky | √ 1P 2P 3P 4P | | |

Siding and Exteriors

| Diding and Date 1015 | | | | | |
|----------------------|--|--|--|--|--|
| COST | THEME(S) | GOT IT? | | | |
| 5,600 | Sci-Fi, Toy Shop, Trendy | √ IP 2P 3P 4P | | | |
| 5,600 | Quirky, Rustic, Trendy | √ 1P 2P 3P 4P | | | |
| 5,600 | Fairy Tale | √ IP 2P 3P 4P | | | |
| 5,600 | Harmonious, Trendy | √ 1P 2P 3P 4P | | | |
| 5,600 | Trendy | √P2P3P4P | | | |
| 5,600 | Antique, Trendy | √ IP 2P 3P 4P | | | |
| 5,600 | Harmonious, Rustic | √ IP 2P 3P 4P | | | |
| | 5,600 5,600 5,600 5,600 5,600 5,600 | COST THEME(S) 5,600 Sci-Fi, Toy Shop, Trendy 5,600 Quirky, Rustic, Trendy 5,600 Fairy Tale 5,600 Harmonious, Trendy 5,600 Trendy 5,600 Antique, Trendy | | | |

Siding and Exteriors, continued

| Siding and Exteriors, continued | | | | | |
|---------------------------------|-------|----------------------|----------------------|--|--|
| NAME | COST | THEME(S) | GOT IT? | | |
| Cabin exterior | 5,600 | Rustic | √ 1P 2P 3P 4P | | |
| Chalet exterior | 5,600 | Antique, Rustic | √ 1P 2P 3P 4P | | |
| Cobblestone exterior | 5,600 | None | √ 1P 2P 3P 4P | | |
| Concrete exterior | 5,600 | Sci-Fi, Trendy | √1P 2P 3P 4P | | |
| Earthy exterior | 5,600 | Quirky | √ 1P 2P 3P 4P | | |
| Exotic exterior | 5,600 | Harmonious | √1P 2P 3P 4P | | |
| Fairy-tale exterior | 5,600 | Fairy Tale | √ 1P 2P 3P 4P | | |
| Fancy exterior | 5,600 | Antique, Fairy Tale | √ 1P 2P 3P 4P | | |
| Garden exterior | 5,600 | Fairy Tale | √ 1P 2P 3P 4P | | |
| Kiddie exterior | 5,600 | Toy Shop | √ 1P 2P 3P 4P | | |
| Melon exterior | 5,600 | Fairy Tale, Toy Shop | √ 1P 2P 3P 4P | | |
| Mermaid exterior | 5,600 | Fairy Tale | √1P 2P 3P 4P | | |
| Orange exterior | 5,600 | Harmonious, Trendy | √ 1P 2P 3P 4P | | |
| Pink exterior | 5,600 | Fairy Tale, Trendy | √ IP 2P 3P 4P | | |
| Red-barn exterior | 5,600 | Harmonious, Rustic | √ 1P 2P 3P 4P | | |
| Shanty exterior | 5,600 | Quirky, Sci-Fi | √ 1P 2P 3P 4P | | |
| Simple exterior | 5,600 | Sci-Fi, Trendy | √ 1P 2P 3P 4P | | |
| Stone exterior | 5,600 | Antique, Quirky | √ 1P 2P 3P 4P | | |
| Stucco exterior | 5,600 | Antique | √ 1P 2P 3P 4P | | |
| Sweets exterior | 5,600 | Fairy Tale | √ 1P 2P 3P 4P | | |
| White exterior | 5,600 | Harmonious, Rustic | √ 1P 2P 3P 4P | | |
| White-brick exterior | 5,600 | Trendy | √1P2P3P4P | | |
| Yellow exterior | 5,600 | Harmonious, Rustic | √ 1P 2P 3P 4P | | |
| Zen exterior | 5,600 | Harmonious | √1P2P3P4P | | |

Pavement

| NAME | COST | THEME(S) | GOT IT? |
|---------------------|-------|----------|----------------------|
| Blue-brick pavement | 2,800 | None | √IP2P3P4P |
| Brick pavement | 2,800 | None | √ 1P 2P 3P 4P |
| Brown pavement | 2,800 | None | √IP 2P 3P 4P |
| Colorful gravel | 2,800 | None | √ 1P 2P 3P 4P |
| Concrete pavement | 2,800 | None | √IP2P3P4P |
| Pebble pavement | 2,800 | None | √ 1P 2P 3P 4P |
| Pink pavement | 2,800 | None | √ 1P 2P 3P 4P |
| Square pavement | 2,800 | None | √ 1P 2P 3P 4P |
| Stone pavement | 2,800 | None | √ IP 2P 3P 4P |



Decorating Your Home

Home decorating—it's an art! And it's also a big part of life in *Animal Crossing*. With so many different furniture items out there (just check the next chapter), it's important to know a little about how to properly decorate your home.

Placing Furniture



While you could just toss your furniture anywhere in your home, why not devote a little effort to designing the ideal living space? Let's start with the basics: open your pockets and select any piece of furniture, then choose to either drop, place, or display it.

NOTE

Some furniture items are designed to be hung on walls. You must stand near a wall in order to hang these items.

TIP

Smaller furniture items, like lamps and decorations, can be placed atop larger ones, like tables.



After you've placed some furniture, make sure it's in the right spot. Most stuff should be pressed against walls to keep the room's center free of clutter. Simply stand near any

piece of furniture in your home and hold (a) to grab it. While grabbing onto a piece of furniture, use the Circle Pad to spin it or move it around.

TIP

Make sure your furniture is facing in a functional direction—it's not much use otherwise!

Interactive Items



Furniture isn't just for looks, you know—many items are usable. Stand before any piece of furniture and tap (a) to interact with it (if possible). Let's explore some of the most common functional furniture

Storage Items



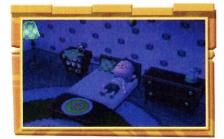
Furniture such as closets, dressers, wardrobes, and armoires are designed to hold items for you. Open any of these objects to find that you can store quite a lot of stuff inside.

NOTE

Though you can have more than one storage item in your home, they'll magically all display the same contents when you open them. This means you can really only take advantage of one storage item in your home.

The lockers in the train station and the museum's second-floor gift shop are magically linked to your home's storage furniture. This is convenient for times when you need to swap out items when setting up an exhibit, or before taking a trip!

Beds, Sofas and Chairs



Any furniture with a seat can be sat upon—just move into contact to take a load off. The same goes for beds—move into contact to hop onto the mattress and get a little shut-eye.

Electronics



Many electronic items can be turned on and used for a variety of benefits. TVs can be turned on and watched, stereos can play your K.K. Slider tunes, and so on. Be sure to check them out!

Wowing the HHA



After you've upgraded your home from a tent to an actual house, you'll receive an introductory letter from the Happy Home Academy (HHA). Visit Nook's Homes after receiving this letter to find a friendly HHA rep named Lyle ready to advise you in the fine art of interior design.



Lyle explains that every morning, before you wake up, HHA evaluators sneak into your home and score your sense of style. The higher you score, the more fabulous your home! Ask Lyle for your HHA score each day—you'll receive special HHA gifts as you reach score milestones (see the table at the end of this

chapter).





Three tips for interior design. Very important. Listen up!

Lyle also shares new design tips with you each day, hoping to help you blow away the HHA. Some of his tips are pretty obvious—your home should be free of cockroaches and clutter, with furniture placed in the proper direction to be used and enjoyed. Lyle also shares insightful hints about how to score big bonus points by assembling furniture series, themes, and sets.

MOTE

The basement of your home is never scored by the HHA, so don't bother putting items down there unless you've no better place for them.

TIP

Enact the Beautiful ordinance to prevent cockroaches from appearing.

Furniture Series



A series is a collection of furniture that combines to form a functional, stylish room. You'll find practical pieces in these collections, like beds, sofas, and tables. All furniture series also include unique wallpaper and flooring to match the furniture. Deck out a room with a complete furniture series to dramatically boost your HHA rating!

Furniture Themes



Themes are similar to series—they feature lots of items and include matching wallpaper and flooring. Themes are really out there, though—instead of featuring normal pieces like dressers and chairs, themes consist of more imaginative pieces, like the western theme's covered wagon and desert cactus. Though less functional than furniture series, themes can be more fun to interact with, and completing them causes your HHA score to skyrocket just the same.

Furniture Sets



Sets are smaller furniture collections that compliment each other, but can't combine to fill an entire room. This means that the bonus points you get from sets aren't quite as good, but with fewer pieces to collect, sets are easier to complete. Sets don't feature matching wallpaper or flooring.

TIP

See the next chapter to view all of the individual pieces that make up each furniture series, theme, and set!

The Art of Feng Shui



Talk to Lyle often. He'll eventually clue you in to the advantages of color-matching. By placing items of a particular color against certain sides of a room, you can use the mystical energy of feng shui to boost your luck in a variety of ways.

Good Bell Luck: Place yellow items against a room's west wall, and you'll have better luck finding Bells.

Good Item Luck: Place red items against a room's east wall, and you'll have better luck finding items.

Good Luck Luck: Place green items against a room's south wall to increase your luck in general. The effect is similar to using the good-luck items foretold to you by the traveling fortune teller, Katrina.

What's Up with Luck?



Increasing your luck has a variety of benefits. The better your luck, the greater your odds of catching rare bugs and fish, and of finding Bells or items when you shake trees and whack rocks with a shovel. Luck also makes it easier to grow money trees by planting Bells with a golden shovel. Increase your luck by using the tips in this Feng Shui section, and by having your fortune told by Katrina whenever her tent appears at the plaza.

MOTE

Tripping and falling a lot? You're having a bad luck day! Visit Katrina if she's in town and see about getting rid of your funky mojo.

Theme Challenges



Break the 150,000-point barrier with the HHA, and Lyle will pay you a personal house call. Now that you've proven how gifted you are at interior design, Lyle offers you the chance to step up your game and participate in Theme Challenges!



Simply choose which theme you'd like to go for, then do your best to fill your home with furniture that matches the theme. Your basement isn't scored for Theme Challenges, but your home's exterior is—see the tables at the start of this chapter to discover the theme(s) that each exterior item belongs to.



TIP

Check the next chapter to see the theme(s) that each furniture piece belongs to.

Now that your home's exterior is also being scored, it's possible to earn many more points with the HHA. One theme is as good as the next, so pick the one you like best and aim for

the following HHA prizes:

MOTE

You can change your theme at any time by speaking with Lyle again at Nook's Homes.



HHA Prizes

| PRIZE | VALUE | HHA SCORE | GOT IT? |
|--------------------|-------|-----------|----------------------|
| HHA tee | 100 | 10,000 | √IP 2P 3P 4P |
| HHA pennant | 1,800 | 20,000 | √ 1P 2P 3P 4P |
| HHA jacket | 100 | 30,000 | √ IP 2P 3P 4P |
| Silver HHA plaque | 1,800 | 50,000 | √ 1P 2P 3P 4P |
| Gold HHA plaque | 1,800 | 70,000 | √ 1P 2P 3P 4P |
| Silver HHA trophy | 1,800 | 90,000 | √ IP 2P 3P 4P |
| Gold HHA trophy | 1,800 | 100,000 | √ 1P 2P 3P 4P |
| Gold house model | 1,800 | 150,000 | √ 1P 2P 3P 4P |
| Golden roof | 5,200 | 300,000 | √ 1P 2P 3P 4P |
| Golden exterior | 5,600 | 500,000 | √ 1P 2P 3P 4P |
| Arched golden door | 4,000 | 700,000 | √ IP 2P SP AP |
| Golden fence | 3,500 | 900,000 | √ IP 2P 3P 4P |
| Golden mailbox | 3,600 | 1,100,000 | √ 1P 2P 3P 4P |



Furniture Showcase

Welcome to our fabulous Furniture Showcase! Here we expose every piece of furniture in *Animal Crossing: New Leaf*, revealing complete furniture series, sets, and themes that can really spruce up your home.

UNDERSTANDING THE SECTIONS

Here's how to read each item's section in the Furniture Showcase:

Value: The item's suggested retail value (in Bells). Items typically sell for 1/4 of this value at Re-Tail.

: Indicates that the item is not for sale at any shop.

HHA Theme(s): The theme(s) that the item belongs to. Not every item belongs to an HHA Theme. See the previous "Home Sweet Home" chapter for details.

Obtainable from: The shop, event, or NPC character that offers you the item. See the previous "Shops and Such," "Friendly Faces," and "Seasonal Events" chapters for greater detail.

NOTE

All DLC information is accurate as of May 2013. DLC availability may change for various regions in the future.

Furniture Series



A furniture series is defined by two important factors. First, the pieces that make up a series always combine to form a real, functional room Second, every series has matching wallpaper and flooring.

Complete a series by collecting all of its furniture pieces, then spread on the series' unique wallpaper and flooring to finish the room. Furniture series look great, have

functional pieces, and score you big points with the Happy Home Academy (HHA)!

Alpine Series

ALPINE WALL

√ 1P 2P 3P 4P

Value: 1,320 HHA Theme(s):

Rustic

Obtainable from:



ALPINE RUG

√ IP 2P 3P 4P

Value: 1,400 HHA Theme(s): Rustic







ALPINE BED



Value: 2,400
HHA Theme(s):
Rustic

Obtainable from: Timmy & Tommy



ALPINE LAMP

√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



ALPINE SOFA



Value: 2,360
HHA Theme(s):
Rustic

Obtainable from: Timmy & Tommy



ALPINE PANEL

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



ALPINE CHAIR

√ IP 2P 3P 4P

Value: 2,000 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



ALPINE SHELF

√ 1P 2P 3P 4P

Value: 2,100 HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



ALPINE DRESSER

√ 1P 2P 3P 4P

Value: 2,200 HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



LARGE ALPINE TABLE

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



ALPINE CLOSET

√ IP 2P 3P 4P

Value: 2,380

HHA Theme(s): Rustic

Obtainable from: Timmy

& Tommy



ALPINE LOW TABLE



Value: 2,000 HHA Theme(s):

Rustic



ALPINE KITCHEN CART



Value: 1.960 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



ASTRO SOFA

√ IP 2P 3P 4P

Value: 3 280 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



Astro Series

ASTRO WALL



Value: 2,120 HHA Theme(s):

Sci-Fi, Toy Shop Obtainable from: Timmy & Tommy



ASTRO CHAIR



Value: 2.800 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy





Value: 2.120 HHA Theme(s): Sci-Fi. Trendy

Obtainable from: Timmy & Tommy

ASTRO FLOOR



ASTRO DRESSER



Value: 3 400 HHA Theme(s): Sci-Fi. Trendy

Obtainable from: Timmy & Tommy



ASTRO CD PLAYER



Value: 3,600 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



ASTRO CLOSET

√ 1P 2P 3P 4P

Value: 3.480 HHA Theme(s): Sci-Fi. Trendy

Obtainable from: Timmy & Tommy



ASTRO BED



Value: 3,200 HHA Theme(s):

Sci-Fi, Trendy Obtainable from: Timmy & Tommy



ASTRO CLOCK



Value: 2.980 HHA Theme(s): Sci-Fi, Trendy







ASTRO TABLE



Value: 3,000 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



BALLOON FLOOR

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s): Toy Shop

Obtainable from:



ASTRO TV



Value: 3,200 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



BALLOON TV

√1P 2P 3P 4P

Value: 2,800 HHA Theme(s): Toy Shop

Obtainable from:



ASTRO SHELF



Value: 2,800 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



BALLOON SOFA

√ 1P 2P 3P 4P

Value: 2,680 **HHA Theme(s)**: Toy Shop

Obtainable from:



ASTRO LAMP



Value: 2,680 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



BALLOON CLOCK

√ 1P 2P 3P 4P

Value: 2,480 HHA Theme(s): Toy Shop

Obtainable from: Gift balloon



Balloon Series

BALLOON WALL



Value: 1,800 HHA Theme(s): Toy Shop

Obtainable from: Gift balloon



BALLOON LAMP

√ 1P 2P 3P 4P

Value: 2,560 HHA Theme(s): Toy Shop

Obtainable from: Gift balloon



BALLOON TABLE



Value: 2.880 HHA Theme(s): Toy Shop

Obtainable from: Gift balloon



BALLOON CLOSET

√ 1P 2P 3P 4P

Value: 2.980 HHA Theme(s): Toy Shop

Obtainable from: Gift halloon



BALLOON BED



Value: 3,200 HHA Theme(s): Toy Shop

Obtainable from: Gift balloon



BALLOON VANITY

V IP 2P 3P 4P

Value: 2.800 HHA Theme(s): Toy Shop

Obtainable from: Gift balloon



BALLOON CHAIR



Value: 2,480 HHA Theme(s):

Toy Shop

Obtainable from: Gift balloon



Blue Series

BLUE WALL

√ 1P 2P 3P 4P

Value: 1,260 HHA Theme(s):

None Obtainable from: Timmy & Tommy



BALLOON DRESSER



Value: 2 680 HHA Theme(s): Toy Shop

Obtainable from: Gift balloon



BLUE FLOORING

√ 1P 2P 3P 4P

Value: 1,580 **HHA Theme(s):**

Obtainable from: Timmy & Tommy



BALLOON-DOG LAMP



Value: 3.000 HHA Theme(s): Toy Shop

Obtainable from:

Gift balloon



BLUE BED



Value: 2.100 HHA Theme(s):

Rustic

None







BLUE BUREAU



Value: 2,160 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



BLUE BOOKCASE

√ 1P 2P 3P 4P

Value: 1,900 HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



BLUE WARDROBE



Value: 1.920

HHA Theme(s): Rustic Obtainable from: Timmy

& Tommy



BLUE CABINET

√ 1P 2P 3P 4P

Value: 2.400 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



BLUE CHAIR



Value: 1200 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



BLUE CLOCK

√ IP 2P 3P 4P

Value: 1,600 HHA Theme(s): Rustic

Obtainable from: Timmy

& Tommy



BLUE BENCH

√ 1P 2P 3P 4P

Value: 1.900 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



BLUE DRESSER

√ 1P 2P 3P 4P

Value: 2,100 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



BLUE TABLE



Value: 1,800

HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



BLUE WALL SHELF

√ 1P 2P 3P 4P

Value: 2,000

HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy (on the wall)



185

Cabana Series

CABANA WALL



Value: 40 medals
HHA Theme(s):

Harmonious

Obtainable from: Island Gift Shop (rare)



CABANA CHAIR

√ 1P 2P 3P 4P

Value: 40 medals
HHA Theme(s):
Harmonious Rustic

Obtainable from:





HHA Theme(s):

Obtainable from: Island Gift Shop (rare)





Value: 40 medals HHA Theme(s): Harmonious, Rustic

Obtainable from: Island Gift Shop



CABANA BED



Value: 40 medals HHA Theme(s):

Harmonious, Rustic **Obtainable from:**Island Gift Shop



CABANA TABLE

√ IP 2P 3P 4P Value: 40 medals

HHA Theme(s):
Harmonious, Rustic
Obtainable from:

Island Gift Shop



CABANA DRESSER



Value: 40 medals
HHA Theme(s):
Harmonious, Rustic

Obtainable from: Island Gift Shop



63

CABANA LAMP

√ IP 2P 3P 4P

Value: 40 medals
HHA Theme(s):
Harmonious, Rustic

Obtainable from: Island Gift Shop



CABANA WARDROBE



Value: 40 medals
HHA Theme(s):
Harmonious, Rustic

Obtainable from: Island

Gift Shop



CABANA BOOKCASE



Value: 40 medals HHA Theme(s): Harmonious, Rustic

Obtainable from: Island Gift Shop







99

CABANA VANITY



Value: 40 medals
HHA Theme(s):
Harmonious, Rustic
Obtainable from: Island

Obtainab Gift Shop



CABIN BED

√1P2P3P4P

HHA Theme(s): Rustic Obtainable from: Timmy & Tommy

Value: 2.400



0

CABANA SCREEN



Value: 40 medals
HHA Theme(s):
Harmonious Rustic

Obtainable from: Island Gift Shop



CABIN DRESSER

CABIN WARDROBE

√ 1P 2P 3P 4P

Value: 2,160
HHA Theme(s):
Rustic

Obtainable from: Timmy & Tommy



(3)

CABANA WALL RADIO



Value: 40 medals
HHA Theme(s):
Harmonious Rustic

Obtainable from: Island Gift Shop



√ IP 2P 3P 4P

Value: 2,480

HHA Theme(s): Rustic
Obtainable from: Timmy

& Tommy



Cabin Series

CABIN WALL



Value: 1,200 HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



CABIN CHAIR

1P 2P 3P 4P

Value: 1,700

HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



CABIN RUG



Value: 1,540

HHA Theme(s):
Rustic

Obtainable from: Timmy & Tommy



CABIN ARMCHAIR



Value: 2,280 HHA Theme(s):

Rustic



CABIN COUCH



Value: 2,480 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



CABIN TABLE



Value: 2,100 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



CABIN LOW TABLE



Value: 2.100 HHA Theme(s):

Rustic Obtainable from: Timmy & Tommy



CABIN BOOKCASE



Value: 2.300 HHA Theme(s):

Rustic



CABIN CLOCK



Value: 2,000

HHA Theme(s): Rustic Obtainable from: Timmy

& Tommy



CABIN WALL CLOCK

1 IP 2P 3P 4P

Value: 1.800 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy (on the wall)



Card Series

CARD WALL

/ IP 2P 3P 4P

Value: 196,000 HHA Theme(s):

Toy Shop Obtainable from:

GracieGrace (summer)



CARD CARPFT

1P 2P 3P 4P

Value: 196,000 HHA Theme(s):

Toy Shop

Obtainable from: GracieGrace (not on sale)



CARD TOWER

√ 1P 2P 3P 4P

Value: 80,000 HHA Theme(s): Toy Shop

Obtainable from: **GracieGrace** (not during sales)



CARD BED



Value: 220,000

HHA Theme(s): Toy Shop

Obtainable from:

GracieGrace (not during sales)









√ 1P 2P 3P 4P

Value: 180,000 HHA Theme(s): Toy Shop

Obtainable from:

GracieGrace (not during sales)

CARD LAMP

√ IP 2P 3P 4P Value: 80,000

HHA Theme(s): Toy Shop

Obtainable from:

GracieGrace (not during sales)



CARD CHAIR



Value: 100,000 HHA Theme(s):

Toy Shop

Obtainable from:

GracieGrace (not during sales)

0

CARD SCREEN

√ IP 2P 3P 4P

Value: 90,000 HHA Theme(s): Toy Shop

Obtainable from:

GracieGrace (not during sales)



€

CARD DRESSER

√ 1P 2P 3P 4P

Value: 120,000 HHA Theme(s):

Toy Shop

Obtainable from:

GracieGrace (not during sales)

0

CARD SHELF

√ 1P 2P 3P 4P

Value: 68,000 HHA Theme(s): Toy Shop

Obtainable from:

GracieGrace (not during sales)



0

CARD CLOSET

√ 1P 2P 3P 4P

Value: 240,000

HHA Theme(s): Toy Shop

Obtainable from:

GracieGrace (not during sales)

0

CARD TABLE

-/ 10 00 30 AP

Value: 200,000

HHA Theme(s): Toy Shop

Obtainable from:

GracieGrace (not during sales)



0

CARD WALL CLOCK

√ meneral

Value: 300,000 HHA Theme(s): Toy Shop

Obtainable from:

GracieGrace (not during sales)

. CLOCK

Classic Series

CLASSIC WALL



Value: 2,100

HHA Theme(s):

None



CLASSIC CARPET



Value: 2.300 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



CLASSIC SOFA

1P 2P 3P 4P

Value: 2,240 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



CLASSIC BED



Value: 2.520 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



CLASSIC TABLE

1P 2P 3P 4P

Value: 1.600 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



CLASSIC VANITY



Value: 2,560 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



CLASSIC BOOKCASE

√ 1P 2P 3P 4P

Value: 2.560 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



CLASSIC WARDROBE



Value: 2,560 HHA Theme(s):

Trendy

Obtainable from:

Timmy & Tommy



CLASSIC BUFFET

√ 1P 2P 3P 4P

Value: 3,360

HHA Theme(s): Trendy

Obtainable from:

Timmy & Tommy



CLASSIC CHAIR



Value: 1,800 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



CLASSIC DESK

1 IP 2P 3P 4P

Value: 2,200 HHA Theme(s):

Trendy







CLASSIC CLOCK



Value: 2,180

HHA Theme(s): Trendy
Obtainable from: Timmy

& Tommy



CLASSIC WALL SHELF



Value: 2,400

HHA Theme(s):
Trendy

Obtainable from: Timmy & Tommy (on the wall)



⊗ Egg Series

EGG WALL

√ 1P 2P 3P 4P

Value: 35,552 HHA Theme(s): Toy Shop

Obtainable from: Zipper T. Bunny (Bunny Day)



EGG FLOOR

√ 1P 2P 3P 4P

Value: 35,552 HHA Theme(s): Toy Shop

Obtainable from: Zipper T. Bunny (Bunny Day)



BEGG BED



Value: 360 HHA Theme(s):

Toy Shop

Obtainable from: Zipper T. Bunny (Bunny Day)



√ 1P 2P 3P 4P

HHA Theme(s): Toy Shop

Value: 360

Obtainable from: Zipper T. Bunny (Bunny Day)



S EGG WARDROBE

√ 1P 2P 3P 4P

Value: 360
HHA Theme(s):
Toy Shop

Obtainable from: Zipper T. Bunny (Bunny Day)



EGG CHAIR

√ 1P 2P 3P 4P

Value: 360 HHA Theme(s):

Toy Shop

Obtainable from:

Zipper T. Bunny
(Bunny Day)



EGG BENCH

√ 1P 2P 3P 4P

Value: 360
HHA Theme(s):
Toy Shop

Obtainable from: Zipper T. Bunny (Bunny Day)



EGG TABLE



HHA Theme(s): Toy Shop

Value: 360

Obtainable from: Zipper T. Bunny (Bunny Day)



EGG STEREO



Value: 360 HHA Theme(s): Toy Shop





EGG TOY SET



Value: 360 HHA Theme(s): Toy Shop

Obtainable from: Zipper T. Bunny (Bunny Day)



EGG CLOCK



Value: 360 HHA Theme(s):

Toy Shop





FGG LAMP



Value: 360 HHA Theme(s): Toy Shop

Obtainable from: Zipper T. Bunny (Bunny Day)



EGG TV



Value: 360 HHA Theme(s): Toy Shop

Obtainable from: Zipper T. Bunny (Bunny Day)



Exotic Series

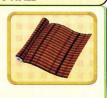
EXOTIC WALL

√ 1P 2P 3P 4P

Value: 1,420

HHA Theme(s): Harmonious, Rustic

Obtainable from: Timmy & Tommy



EXOTIC RUG

√ 1P 2P 3P 4P

Value: 1.820 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



EXOTIC BED

√ 1P 2P 3P 4P

Value: 2,540 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



EXOTIC BUREAU

√1P 2P 3P 4P

Value: 2,400 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



EXOTIC WARDROBE

√ 1P 2P 3P 4P

Value: 2,180 **HHA Theme(s):** Harmonious







EXOTIC BENCH



Value: 1,900 HHA Theme(s):

Obtainable from: Timmy & Tommy

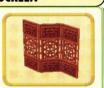


EXOTIC SCREEN

√ 1P 2P 3P 4P

Value: 2,250 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



EXOTIC CHAIR



Value: 1,400 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



EXOTIC CHEST

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



EXOTIC TABLE



Value: 2,300

HHA Theme(s):

Obtainable from: Timmy & Tommy



EXOTIC WALL SHELF

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s):

Obtainable from:

Timmy & Tommy (on the wall)



EXOTIC END TABLE



Value: 1,600 HHA Theme(s):

Obtainable from: Timmy & Tommy



@ Fish Series

JELLYFISH LAMP

J. J.L.L.

√ 1P 2P 3P 4P

Value: 2,500 HHA Theme(s): Fairy Tale

Obtainable from: Fishing Tourney



EXOTIC LAMP



Value: 1,800 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



SEA-ANEMONE BED

√ IP 2P 3P 4P

Value: 2,400 HHA Theme(s):

Toy Shop

Obtainable from:
Fishing Tourney



SQUID CHAIR



Value: 2.400 HHA Theme(s): Toy Shop

Obtainable from: Fishing Tourney



PUFFER-FISH TV



Value: 2 400 HHA Theme(s):

Toy Shop

Obtainable from: Fishing Tourney



CRAB CLOCK



Value: 2,400 HHA Theme(s): Toy Shop

Obtainable from: Fishing Tourney



DAB TABLE

√ 1P 2P 3P 4P

Value: 2.400 HHA Theme(s): Toy Shop

Obtainable from: Fishing Tourney



FOOTBALL-FISH LAMP



Value: 2,400 HHA Theme(s): Toy Shop

Obtainable from: Fishing Tourney



FLOUINDER TABLE

√ 1P 2P 3P 4P

Value: 2.400 HHA Theme(s): Toy Shop

Obtainable from: Fishing Tourney



OCTOPUS CHAIR



Value: 2 400 HHA Theme(s): Toy Shop

Obtainable from: Fishing Tourney



Golden Series

GOLDEN WALL

√ IP 2P 3P 4P

Value: 10,000 + 3 gold nuggets

HHA Theme(s): Antique

Obtainable from: Re-Tail (refurbish)



63 **RED-SNAPPER CHAIR**



Value: 2,400 HHA Theme(s): Toy Shop

Obtainable from: Fishing Tourney



GOLDEN CARPET



Value: 10.000 + 3 gold nuggets

HHA Theme(s): Antique

Obtainable from: Re-Tail (refurbish)



GOLDEN BED





3

√ 1P 2P 3P 4P

Value: 10,000 + 3 gold nuggets HHA Theme(s):

Antique

Obtainable from:
Re-Tail (refurbish)



63

GOLDEN TABLE

√ 1P 2P 3P 4P Value: 10,000 + 3

gold nuggets
HHA Theme(s):

Antique

Obtainable from:

Re-Tail (refurbish)



6

GOLDEN DRESSER



Value: 10,000 + 3 gold nuggets

HHA Theme(s): Antique

Obtainable from: Re-Tail (refurbish)



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GOLDEN CLOCK

√ 1P 2P 3P 4P

Value: 10,000 + 3 gold nuggets

HHA Theme(s): Antique

Obtainable from: Re-Tail (refurbish)



0

GOLDEN CLOSET



Value: 10,000 + 3 gold nuggets

HHA Theme(s): Antique

Obtainable from: Re-Tail (refurbish)



€

GOLDEN MAN

√ 1P 2P 3P 4P

Value: 10,000 + 3 gold

nuggets

HHA Theme(s): Antique

Obtainable from: Re-Tail (refurbish)



0

GOLDEN CHAIR



Value: 10,000 + 3 gold nuggets

HHA Theme(s):
Antique

Obtainable from: Re-Tail (refurbish)



0

GOLDEN WOMAN

√1P2P3P4P

Value: 10,000 + 3 gold

nuggets

HHA Theme(s): Antique

Obtainable from: Re-Tail (refurbish)

(ICIOIDISI)



€

GOLDEN BENCH



Value: 10,000 + 3 gold nuggets

HHA Theme(s): Antique

Obtainable from: Re-Tail (refurbish)



€3

GOLDEN SCREEN



Value: 10,000 + 3 gold nuggets

HHA Theme(s):

Antique Obtainable

Obtainable from: Re-Tail (refurbish)



195

GOLDEN WALL TORCH



Value: 10,000 + 3gold nuggets HHA Theme(s):

Antique

Obtainable from: Re-Tail (refurbish)



GORGEOUS CLOSET

1P 2P 3P 4P

Value: 140,000 HHA Theme(s): Trendy

Obtainable from: GracieGrace (winter)



Gorgeous Series

GORGEOUS WALL



Value: 124 000 HHA Theme(s):

Trendy

Obtainable from: GracieGrace (winter)



GORGEOUS SOFA

√ 1P 2P 3P 4P

Value: 120,000 HHA Theme(s):

Trendy

Obtainable from: GracieGrace (winter)



GORGEOUS FLOOR



HHA Theme(s): Trendy

Obtainable from: GracieGrace (winter)



GORGEOUS SEAT

√ IP 2P 3P 4P

Value: 90.000 HHA Theme(s): Trendy

Obtainable from: GracieGrace (winter)



GORGEOUS BED

1P 2P 3P 4P

Value: 300,000 HHA Theme(s):

Obtainable from:

Trendy GracieGrace (winter)

GORGEOUS STOOL

√ 1P 2P 3P 4P

Value: 80,000 HHA Theme(s): Trendy

Obtainable from: GracieGrace (winter)



GORGEOUS TABLE

√ 1P 2P 3P 4P

Value: 250,000 HHA Theme(s):

Trendy

Obtainable from: GracieGrace (winter)



GORGEOUS CHEST

√ 1P 2P 3P 4P Value: 90.000

HHA Theme(s):

Trendy

Obtainable from: GracieGrace (winter)









GORGEOUS DESK



Value: 250,000 HHA Theme(s):

Trendy

Obtainable from: GracieGrace (winter)



GRACIE CARPET

√ 1P 2P 3P 4P

Value: 124,000 HHA Theme(s): Trendy

Obtainable from:

GracieGrace (summer)



GORGEOUS COUNTER



Value: 180,000 HHA Theme(s): Trendy

Obtainable from: GracieGrace (winter)



GRACIE BED

√ 1P 2P 3P 4P

Value: 250,000 HHA Theme(s): Trendy

Obtainable from: GracieGrace (summer)



GORGEOUS LAMP

√ IP 2P 3P 4P

Value: 60,000

HHA Theme(s): Trendy

Obtainable from: GracieGrace (winter)



GRACIE CHEST

√ 1P 2P 3P 4P

Value: 300,000 HHA Theme(s):

Trendy

Obtainable from: GracieGrace (summer)



GORGEOUS WALL CLOCK

√ 1P 2P 3P 4P

Value: 350,000 HHA Theme(s):

Trendy

Obtainable from: GracieGrace (winter, on the wall)



√ 1P 2P 3P 4P

Value: 350,000 HHA Theme(s):

Trendy

Obtainable from:

GracieGrace (summer)



Gracie Series

GRACIE WALLPAPER



Value: 124,000 HHA Theme(s):

Trendy

Obtainable from: GracieGrace (summer)



GRACIE BENCH



Value: 110,000 HHA Theme(s):

Trendy

Obtainable from: GracieGrace (summer)





GRACIE LOW TABLE



GRACIE DESK



GRACIE WAGON



GRACIE SHELF



GRACIF LAMP



GRACIE WALL CLOCK



Green Series

GREEN WALL



Obtainable from: Timmy & Tommy

GREEN RUG



GREEN BED







GREEN DRESSER



Value: 2.320 HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



GREEN WARDROBE



Value: 2,300

HHA Theme(s): Rustic Obtainable from: Timmy

& Tommy



GREEN CHAIR



Value: 1.200 **HHA Theme(s):**

Rustic Obtainable from: Timmy & Tommy



GREEN BENCH



Value: 1,800

HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



GREEN TABLE



Value: 1.700

HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



GREEN DESK

√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



GREEN LAMP

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



GREEN COUNTER

1P 2P 3P 4P

Value: 2,400

HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



GREEN PANTRY

√ 1P 2P 3P 4P

Value: 2,290 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



GREEN WALL CLOCK

1P 2P 3P 4P

Value: 1,680 HHA Theme(s):

Rustic





Harvest Series

HARVEST WALL



Value: 3,333
HHA Theme(s):
Fairy Tale



Obtainable from: Timmy & Tommy

(11/1 through Harvest Festival)

HARVEST SOFA

√ 1P 2P 3P 4P

Value: 3,333 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy

(11/1 through Harvest Festival)



HARVEST RUG

√ 1P 2P 3P 4P

Value: 3,333
HHA Theme(s):
Fairy Tale



Obtainable from: Timmy & Tommy

(11/1 through Harvest Festival)

HARVEST CHAIR

√ 1P 2P 3P 4P

Value: 3,333 HHA Theme(s):

Trendy

Obtainable from:

Timmy & Tommy
(11/1 through Harvest Festival)



HARVEST BED

√ (P) (P)

HHA Theme(s):
Trendy
Obtainable from:



Timmy & Tommy
(11/1 through Harvest Festival)

HARVEST TABLE

√ IP 2P 3P 4P

Value: 3,333 HHA Theme(s):

Trendy

Obtainable from:
Timmy & Tommy

(11/1 through Harvest Festival)



HARVEST DRESSER

√ 1P 2P 3P 4P

Value: 3,333 HHA Theme(s):



Trendy

Obtainable from: Timmy & Tommy

(11/1 through Harvest Festival)

HARVEST MIRROR

√ 1P 2P 3P 4P

Value: 3,333 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy

(11/1 through Harvest Festival)



HARVEST BUREAU

√ 1P 2P 3P 4P

Value: 3,333 HHA Theme(s):

Trendy



Obtainable from:

Timmy & Tommy

(11/1 through Harvest Festival)

HARVEST TV

√ 1P 2P 3P 4P

Value: 3,333

HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy

(11/1 through Harvest Festival)







HARVEST CLOCK



Value: 3,333 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy

(11/1 through Harvest Festival)

HARVEST LAMP



Value: 3,333 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy

(11/1 through Harvest Festival)



HARVEST WALL LAMP



Value: 3,333 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy

(11/1 through Harvest Festival)



⊗ Ice Series



ICE WALL

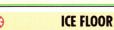
√ 1P 2P 3P 4P

Value: 35,552 HHA Theme(s):

Fairy Tale

Obtainable from:





√ 1P 2P 3P 4P

Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from: Snowmam



(S) ICE DRESSER

√ 1P 2P 3P 4P

Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from: Snowmam



ice closet

√ 1P 2P 3P 4P

Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from: Snowmam



ICE TABLE

√ 1P 2P 3P 4P

Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from:



ICE CHAIR

√ 1P 2P 3P 4P

Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from: Snowmam



ICE SIDE TABLE

√ 1P 2P 3P 4P

Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from: Snowmam



ICE LAMP

√ 1P 2P 3P 4P

Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from: Snowmam



ICE VANITY

1P 2P 3P 4P

Value: 35.552 HHA Theme(s): Fairy Tale

Obtainable from: Snowmam



ICE SHELF



HHA Theme(s): Fairy Tale

Obtainable from: Snowmam



8 Insect Series

SPIDERWEB CLOCK

1P 2P 3P 4P Value: 2.000 HHA Theme(s):

Quirky, Toy Shop Obtainable from:

Bug Off



0 **ICE SOFA**

√ IP 2P 3P 4P

Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from: Snowmam



CATERPILLAR SOFA

√ 1P 2P 3P 4P

Value: 1.800 HHA Theme(s): Toy Shop

Obtainable from: **Bug Off**



ICE BED

√ 1P 2P 3P 4P

HHA Theme(s): Fairy Tale

Obtainable from: Snowmam



BEETLE CHAIR

1P 2P 3P 4P

Value: 1.800 HHA Theme(s): Toy Shop

Obtainable from: **Bug Off**



ICE CLOCK

√ 1P 2P 3P 4P Value: 35,552 HHA Theme(s):

Fairy Tale Obtainable from:

Snowmam



STAG-BEFTLE CHAIR

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s): Toy Shop

Obtainable from:

Bug Off









HHA Theme(s): Toy Shop

Obtainable from: **Bug Off**



FIREFLY LAMP

1P 2P 3P 4P

Value: 1,800 HHA Theme(s): Toy Shop

Obtainable from: **Bug Off**



MINI BUTTERFLY TABLE



Value: 1.800 HHA Theme(s): Toy Shop

Obtainable from: **Bug Off**



LADYBUG CHAIR



Value: 1,800 HHA Theme(s): Toy Shop

Obtainable from: **Bug Off**



SNAIL CLOCK



Value: 1.800 HHA Theme(s):

Toy Shop

Obtainable from: **Bug Off**



CICADA STEREO

√ 1P 2P 3P 4P

Value: 1.800 HHA Theme(s): Toy Shop

Obtainable from: **Bug Off**



Jingle Series

JINGLE WALL

V 1P 2P 3P 4P

Value: 4,896 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy (12/1 through 12/23)



JINGLE CARPET

1P 2P 3P 4P

Value: 4,896 HHA Theme(s):

Toy Shop Obtainable from: Timmy & Tommy (12/1 through 12/23)



JINGLE BED

√ 1P 2P 3P 4P

Value: 4.896 HHA Theme(s):

Toy Shop

Obtainable from: Timmy & Tommy (12/1 through 12/23)



JINGLE DRESSER

V 1P 2P 3P 4P

Value: 4,896 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy (12/1 through 12/23)



JINGLE WARDROBE



Value: 4,896 HHA Theme(s):

Toy Shop

Obtainable from: Timmy & Tommy (12/1 through 12/23)



JINGLE PIANO

√ 1P 2P 3P 4P

Value: 4.896 HHA Theme(s):

Toy Shop

Obtainable from: Timmy & Tommy (12/1 through 12/23)



JINGLE SOFA



Value: 4.896 HHA Theme(s):

Toy Shop

Obtainable from: Timmy & Tommy (12/1 through 12/23)



JINGLE CLOCK

√ IP 2P 3P 4P

Value: 4 896 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy (12/1 through 12/23)



JINGLE CHAIR

√ 1P 2P 3P 4P

Value: 4 896 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy (12/1 through 12/23)



JINGLE LAMP

1P 2P 3P 4P

Value: 4.896 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy (12/1 through 12/23)



JINGLE TABLE



Value: 4.896 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy (12/1 through 12/23)



JINGLE TV

1 IP 2P 3P 4P

Value: 4.896 HHA Theme(s):

Toy Shop

Obtainable from: Timmy & Tommy (12/1 through 12/23)



JINGLE SHELVES



Value: 4,896 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy (12/1 through 12/231



Kiddie Series

KIDDIE WALL

√ 1P 2P 3P 4P

Value: 1.500

HHA Theme(s): Toy Shop







KIDDIE CARPET



Value: 1,630 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



KIDDIE CHAIR

√ 1P 2P 3P 4P

Value: 1,400 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



KIDDIE BED



Value: 2,100 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



KIDDIE TABLE

√ 1P 2P 3P 4P

Value: 2,200 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



KIDDIE DRESSER



Value: 2,150 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



KIDDIE BUREAU

√ IP 2P 3P 4P

Value: 2,200 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy

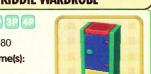


KIDDIE WARDROBE



Value: 2,180
HHA Theme(s):
Toy Shop

Obtainable from: Timmy & Tommy



KIDDIE BOOKCASE

√ 1P 2P 3P 4P

Value: 1,800

HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



KIDDIE COUCH



Value: 2,200 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



KIDDIE CLOCK

√ IP 2P 3P 4P

Value: 1,480 HHA Theme(s): Toy Shop



KIDDIE STEREO



Value: 1.900 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



LOVELY DRESSER

/ IP 2P 3P 4P

Value: 2.160 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



KIDDIE WALL CLOCK



Value: 1,800 HHA Theme(s):

Toy Shop Obtainable from:

Timmy & Tommy (on the wall)



LOVELY ARMOIRE



Value: 2,240 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



Lovely Series

LOVELY WALL



Value: 1.880 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



LOVELY CHAIR



Value: 1 600 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy

√ 1P 2P 3P 4P

Value: 2 000 HHA Theme(s):

Fairy Tale



√ IP 2P 3P 4P

Value: 1.980

Obtainable from:



LOVELY CARPET

HHA Theme(s): Fairy Tale

Timmy & Tommy



LOVELY END TABLE

LOVELY LOVE SEAT



Obtainable from: Timmy & Tommy

Value: 1.800 HHA Theme(s):

Fairy Tale Obtainable from: Timmy & Tommy



LOVELY BED



Value: 2,000 HHA Theme(s): Fairy Tale







LOVELY TABLE



Value: 1,800 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



LOVELY VANITY



Value: 2,200 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



LOVELY KITCHEN



Value: 2,280 HHA Theme(s):

Fairy Tale

Obtainable from:
Timmy & Tommy



LOVELY LAMP



Value: 1,600 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



LOVELY WALL CLOCK



Value: 1,960 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy (on the wall)



Mermaid Series

MERMAID WALL

HHA Theme(s): Fairy Tale

Obtainable from: Island Gift Shop



MERMAID CARPET

√ 1P 2P 3P 4P

Value: 40 medals
HHA Theme(s):
Fairy Tale

Obtainable from:



MERMAID BED

√ 1P 2P 3P 4P

Value: 40 medals
HHA Theme(s):
Fairy Tale

Obtainable from: Island Gift Shop



MERMAID SOFA

√1P2P3P4P

Value: 40 medals
HHA Theme(s):
Fairy Tale

Obtainable from: Island Gift Shop



MERMAID CHAIR

√1P2P3P4P

Value: 40 medals HHA Theme(s): Fairy Tale

Obtainable from: Island Gift Shop



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MERMAID DRESSER



Value: 40 medals HHA Theme(s): Fairy Tale Obtainable from:

Island Gift Shop



MERMAID SCREEN

JP 2P 3P 4P

Value: 40 medals HHA Theme(s):

Obtainable from: Island Gift Shop

Fairy Tale



MERMAID CLOSET



Value: 40 medals HHA Theme(s):

Fairy Tale

Obtainable from: Island Gift Shop



MERMAID SHELF



Value: 40 medals HHA Theme(s):

Fairy Tale

Obtainable from: Island Gift Shop



MERMAID CLOCK



Value: 40 medals HHA Theme(s): Fairy Tale

Obtainable from: Island Gift Shop



MERMAID TABLE



Value: 40 medals HHA Theme(s): Fairy Tale

Obtainable from: Island Gift Shop



MERMAID VANITY

√ 1P 2P 3P 4P Value: 40 medals

HHA Theme(s): Fairy Tale

Obtainable from: Island Gift Shop



Minimalist Series

NEUTRAL WALL

√ 1P 2P 3P 4P

Value: 1.200 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



MERMAID LAMP



Value: 40 medals HHA Theme(s):

Fairy Tale

Obtainable from: Island Gift Shop



NEUTRAL FLOOR



Value: 1,200

HHA Theme(s): Trendy





MINIMALIST BED



Value: 1.000 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



MINIMALIST SOFA



Value: 1.500 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



MINIMALIST CHAIR



Value: 2,000 HHA Theme(s):

Trendy Obtainable from: Timmy & Tommy



MINIMALIST DRESSER



Value: 2.500 HHA Theme(s):

Trendy



MINIMALIST WARDROBE



Value: 3,000 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



MINIMALIST CLOCK

V IP 2P 3P 4P

Value: 3 500 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy (on the wall)

MINIMALIST LAMP

√ 1P 2P 3P 4P

Value: 1.000 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



MINIMALIST OTTOMAN

√ 1P 2P 3P 4P

Value: 1.500 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



MINIMALIST TABLE

√ IP 2P 3P 4P

Value: 2.000 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



MINIMALIST MINITABLE

1P 2P 3P 4P

Value: 2,500 HHA Theme(s):

Trendy



MINIMALIST VANITY



Value: 3,000 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



MODERN WARDROBE

√ 1P 2P 3P 4P

Value: 2,560 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



Modern Series

MODERN WALL



Value: 1,450 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



MODERN CHAIR



Value: 1,500

HHA Theme(s): Trendy
Obtainable from:
Timmy & Tommy



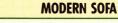
MODERN TILE



Value: 1,540 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy





Value: 2,620 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



MODERN BED



Value: 2,320 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



√ 1P 2P 3P 4P

Value: 1.900

HHA Theme(s):

Obtainable from: Timmy & Tommy



MODERN DRESSER



Value: 2,250

HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



MODERN DESK

MODERN END TABLE



Value: 2,480

HHA Theme(s): Trendy





MODERN TABLE



Value: 1.800 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



MODERN WOOD FLOORING



Value: 1.480 HHA Theme(s):

Rustic Obtainable from: Timmy & Tommy



MODERN CABINET



Value: 2.580

HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



MODERN WOOD BED

√ 1P 2P 3P 4P

Value: 1.680 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



MODERN LAMP



Value: 1,400 HHA Theme(s):

Trendy Obtainable from: Timmy & Tommy



MODERN WOOD SOFA

√ 1P 2P 3P 4P

Value: 1,600 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



MODERN WALL CLOCK



Value: 2,000

HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy (on the wall)



MODERN WOOD CHAIR

√ 1P 2P 3P 4P

Value: 1,200

HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



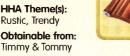
Modern Wood Series

MODERN WOOD WALL



Value: 1.480

Rustic, Trendy



MODERN WOOD CHEST



HHA Theme(s):

Rustic



MODERN WOOD CLOSET



Value: 1,600 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



MODERN WOOD SHELF



Value: 1,840

HHA Theme(s):

Obtainable from:



MODERN WOOD CLOCK



Value: 1,400

HHA Theme(s):

RUSTIC

Obtainable from: Timmy & Tommy



MODERN WOOD TV

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s):

Obtainable from: Timmy & Tommy



MODERN WOOD LAMP



Value: 1,680

HHA Theme(s):
Rustic
Obtainable from:

Timmy & Tommy



Mush Series

FOREST WALL

√ 1P 2P 3P 4P

Value: 0 HHA Theme(s):

Fairy Tale, Rustic





MODERN WOOD STOOL



Value: 1,480 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy

FOREST FLOOR

√ 1P 2P 3P 4P

Value: 0

HHA Theme(s):
Fairy Tale

Obtainable from: Pick mushrooms during November



MODERN WOOD TABLE



Value: 1,980

HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



MUSH BED



Value: 12,000 HHA Theme(s):

Fairy Tale, Rustic
Obtainable from:

Obtainable from: Pick mushrooms during November





0 MIISH DRESSER



Value: 9 800 HHA Theme(s): Fairy Tale Rustic

Obtainable from: Pick mushrooms during November



MIISH FND TARIF

/ IP 2P 3P 4P

Value: 8 800 HHA Theme(s): Fairy Tale Rustic

Obtainable from: Pick mushrooms during November



MIISH CLOSET



Value: 9.800 HHA Theme(s): Fairy Tale, Rustic

Obtainable from: Pick mushrooms during November



MIISH IAMP



Value: 9.600 HHA Theme(s): Fairy Tale, Rustic

Obtainable from: Pick mushrooms during November



MUSH CHAIR



Value: 7,600 HHA Theme(s):

Fairy Tale, Rustic Obtainable from: Pick mushrooms during November



MUSH WALL LAMP



Value: 9 600 HHA Theme(s): Fairy Tale, Rustic

Obtainable from: Pick mushrooms during November



MUSH STOOL

√ IP 2P 3P 4P

Value: 7.200 HHA Theme(s):

Fairy Tale, Rustic

Obtainable from: Pick mushrooms during November



MUSH TV

1P 2P 3P 4P

Value: 10.000 HHA Theme(s): Fairy Tale, Rustic

Obtainable from: Pick mushrooms during November



MUSH TABLE



Value: 10,000

HHA Theme(s): Fairy Tale, Rustic

Obtainable from:

Pick mushrooms during November



MUSH HANGER

√ 1P 2P 3P 4P

Value: 8,000

HHA Theme(s): Fairy

Tale. Rustic

Obtainable from: Pick mushrooms during November



Pavé Series

PAVÉ WALL



Value: 7 200 HHA Theme(s): Trendy

Obtainable from: Pavé (Festivale)



PAVÉ SOFA

/ IP 2P 3P 4P

Value: 480 HHA Theme(s):

None

Obtainable from Pavé (Festivale)



PAVÉ FLOOR



Value: 7,200 HHA Theme(s): Trendy

Obtainable from: Pavé (Festivale)



PAVÉ CHAIR

√ IP 2P 3P 4P

Value: 480 HHA Theme(s): None

Obtainable from: Pavé (Festivale)



PAVÉ BED



Value: 480 HHA Theme(s):

None

Obtainable from: Pavé (Festivale)



PAVÉ TABLE



Value: 480 HHA Theme(s):

None Obtainable from: Pavé (Festivale)



PAVÉ CHEST

√ 1P 2P 3P 4P

HHA Theme(s): None

Value: 480

Obtainable from: Pavé (Festivale)



PAVÉ END TABLE

1 1P 2P 3P 4P

Value: 480

HHA Theme(s): None

Obtainable from: Pavé (Festivale)



PAVÉ CLOSET



Value: 480 HHA Theme(s): None

Obtainable from: Pavé (Festivale)



None

PAVÉ BOOKSHELF

1P 2P 3P 4P

Value: 480 HHA Theme(s):

Obtainable from: Pavé (Festivale)







PAVÉ BUREAU 0



Value: 480 HHA Theme(s): None

Obtainable from: Pavé (Festivale)



POLKA-DOT BED

√ 1P 2P 3P 4P

HHA Theme(s): Trendy

Value: 2,400

Obtainable from: Timmy & Tommy



PAVÉ LAMP



Value: 480

HHA Theme(s): None Obtainable from: Pavé

(Festivale)



POLKA-DOT DRESSER

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



PAVÉ CLOCK



Value: 480 **HHA Theme(s):**

None

Obtainable from: Pavé (Festivale)

POLKA-DOT CLOSET



Value: 2,400

HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



Polka-dot Series

DOTTED WALL



Value: 1.840

HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



POLKA-DOT CHAIR

1P 2P 3P 4P

Value: 2,400 **HHA Theme(s):**

Trendy

Obtainable from: Timmy & Tommy



DOTTED RUG



Value: 1,600 **HHA Theme(s):**

Trendy

Obtainable from: Timmy & Tommy



POLKA-DOT SOFA



Value: 2,400 HHA Theme(s):

Trendy



POLKA-DOT TABLE



Value: 2,400 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



POLKA-DOT LAMP



Value: 2,400 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



POLKA-DOT STOOL



HHA Theme(s):

Obtainable from: Timmy & Tommy



POLKA-DOT LOW TABLE

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



POLKA-DOT TV



Value: 2,400 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



POLKA-DOT CLOCK

√ IP 2P 3P 4P

Value: 2,400 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy (on the wall)



Princess Series

PRINCESS WALL

√ IP 2P 3P 4P

Value: 124,000 HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (spring)



PRINCESS CARPET

√ 1P 2P 3P 4P

Value: 124,000 HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (spring)



PRINCESS BED

√IP 2P 3P 4P

Value: 80,000

HHA Theme(s): Antique, Fairy Tale

Obtainable from: GracieGrace (spring)



PRINCESS CHEST

√ 1P 2P 3P 4P

Value: 220,000 HHA Theme(s): Antique, Fairy Tale

Obtainable from: GracieGrace (spring)





PRINCESS CLOSET



Value: 180,000 HHA Theme(s): Antique, Fairy Tale

Obtainable from: GracieGrace (spring)



PRINCESS DRESSER

√ (P) (2P) (3P) (4P) (Value: 80.000

HHA Theme(s): Antique, Fairy Tale

Obtainable from: GracieGrace (spring)



PRINCESS SOFA



Value: 100,000 HHA Theme(s): Antique, Fairy Tale

Obtainable from: GracieGrace (spring)



PRINCESS CAGE



Value: 90,000 HHA Theme(s): Antique, Fairy Tale

Obtainable from: GracieGrace (spring)



PRINCESS CHAIR



Value: 120,000 HHA Theme(s): Antique, Fairy Tale

Obtainable from: GracieGrace (spring)



PRINCESS LAMP

√ 1P 2P 3P 4P

Value: 68,000 HHA Theme(s): Antique, Fairy Tale

Obtainable from: GracieGrace (spring)



PRINCESS TABLE

√ 1P 2P 3P 4P

Value: 240,000 HHA Theme(s): Antique, Fairy Tale

Obtainable from: GracieGrace (spring)



PRINCESS CLOCK

√ IP 2P 3P 4P

Value: 200,000 HHA Theme(s): Antique, Fairy Tale

Obtainable from: GracieGrace (spring, on the wall)



PRINCESS CURIO



Value: 300,000 HHA Theme(s):

Antique, Fairy Tale **Obtainable from:**GracieGrace (spring)



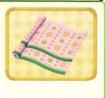
Ranch Series

RANCH WALL

√ IP 2P 3P 4P **Value**: 1.450

HHA Theme(s):

Rustic



RANCH FLOORING



Value: 1,750 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



RANCH ARMCHAIR

√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



RANCH BED



Value: 2,300 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



RANCH CHAIR

√ IP 2P 3P 4P

Value: 1,400 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



RANCH DRESSER



Value: 2,720 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



RANCH TABLE

√ 1P 2P 3P 4P

Value: 1,700

HHA Theme(s):
Rustic

Obtainable from: Timmy & Tommy



RANCH WARDROBE



Value: 3,050
HHA Theme(s):
Rustic

Obtainable from: Timmy & Tommy



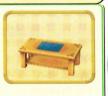
RANCH TEA TABLE

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



RANCH COUCH



Value: 2,400 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



RANCH BOOKCASE

√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s):

Rustic







RANCH HUTCH



Value: 2,560
HHA Theme(s):
Rustic

Obtainable from: Timmy & Tommy



REGAL DRESSER

√ 1P 2P 3P 4P

HHA Theme(s): Antique, Fairy Tale

Value: 3 520

Obtainable from: Timmy & Tommy



RANCH WALL RACK



Value: 2,400 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy (on the wall)



REGAL ARMOIRE

√ 1P 2P 3P 4P

Value: 3,820 HHA Theme(s): Antique, Fairy Tale Obtainable from:

Timmy & Tommy



Regal Series

REGAL WALL

√ 1P 2P 3P 4P

Value: 2,240 HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy



REGAL CHAIR

√ IP 2P 3P 4P

Value: 2,100 HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy



REGAL CARPET



Value: 2,850
HHA Theme(s):
Antique, Fairy Tale

Obtainable from: Timmy & Tommy



REGAL SOFA

√ 1P 2P 3P 4P

Value: 3,100

HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy



REGAL BED



Value: 3,120

HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy



REGAL TABLE

√ 1P 2P 3P 4P

Value: 2,540 HHA Theme(s): Antique, Fairy Tale



REGAL LAMP



Value: 2,400 HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy



REGAL CLOCK



Value: 3,360

HHA Theme(s): Antique,

Fairy Tale

Obtainable from: Timmy

& Tommy



REGAL BOOKCASE



Value: 3,120 HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy



REGAL VANITY



Value: 3,200 HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy



REGAL WALL LAMP



Value: 3,600 HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy (on the wall)



Robo Series

ROBO-WALL

√1P2P3P4P

Value: 1,780 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy



ROBO-FLOOR

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy



ROBO-BED

√ IP 2P 3P 4P

Value: 2,000 HHA Theme(s): Sci-Fi, Toy Shop Obtainable from:

Timmy & Tommy



ROBO-DRESSER

√ IP 2P 3P 4P

Value: 2,560 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy



ROBO-CLOSET

√ 1P 2P 3P 4P

Value: 2,400

HHA Theme(s): Sci-Fi, Toy Shop







ROBO-SOFA



Value: 2,000 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy



ROBO-CLOCK

√ 1P 2P 3P 4P

Value: 1,400 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy



ROBO-CHAIR



Value: 1,600 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy



ROBO-LAMP

√ IP 2P 3P 4P

HHA Theme(s): Sci-Fi.

Toy Shop

Value: 1,800

Obtainable from: Timmy

& Tommy



ROBO-TABLE



Value: 2,200 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy



ROBO-WALL CLOCK

√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy (on the wall)



ROBO-STEREO



Value: 2,200 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy



Rococo Series

ROCOCO WALL

√ 1P 2P 3P 4P

Value: 2,240 HHA Theme(s):

Antique, Fairy Tale

Obtainable from:

Timmy & Tommy

MA

ROBO-TV Obt

√ IP 2P 3P 4P

Value: 2,360

HHA Theme(s): Sci-Fi,

Toy Shop

Obtainable from: Timmy & Tommy



ROCOCO FLOOR



Value: 2,200 HHA Theme(s): Antique, Fairy Tale



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ROCOCO CANDLESTICK



Value: 3,120 HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy (Spotlight item)



ROCOCO DRESSER

√ IP 2P 3P 4P

Value: 2,540
HHA Theme(s):
Antique, Fairy Tale

Obtainable from: Timmy & Tommy (Spotlight item)



ROCOCO BED



Value: 3,520 HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy (Spotlight item)



ROCOCO WARDROBE

√ 1P 2P 3P 4P

Value: 2,400 **HHA Theme(s):** Antique, Fairy Tale

Obtainable from: Timmy & Tommy (Spotlight item)



ROCOCO SHELF

√ 1P 2P 3P 4P

Value: 3,820 HHA Theme(s): Antique,

Fairy Tale

Obtainable from: Timmy & Tommy (Spotlight item)



ROCOCO CLOCK

√ IP 2P 3P 4P

Value: 3,360 HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy (Spotlight item)



ROCOCO SOFA

√ 1P 2P 3P 4P

Value: 2,100

HHA Theme(s):
Antique, Fairy Tale

Obtainable from: Timmy & Tommy (Spotlight item)



ROCOCO VANITY

√ 1P 2P 3P 4P

Value: 3,120 HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy (Spotlight item)



ROCOCO CHAIR

√ IP 2P 3P 4P

Value: 3,100 HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy (Spotlight item)



ROCOCO LAMP

√ 1P 2P 3P 4P

Value: 3,200 HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy (Spotlight item)







ROCOCO TABLE



Value: 3,600 **HHA Theme(s):** Antique, Fairy Tale

Obtainable from: Timmy & Tommy (Spotlight item)



SLEEK BED

1P 2P 3P 4P

Value: 1640 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



Sleek Series

SLEEK WALL



Value: 1,540 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



SLEEK SOFA



Value: 1,600 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



SLEEK CARPET



Value: 1.540 HHA Theme(s): Sci-Fi. Trendy

Obtainable from: Timmy & Tommy



SLEEK CHAIR

√ 1P 2P 3P 4P

Value: 1,400 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



SLEEK SIDEBOARD

1P 2P 3P 4P

Value: 1.800 **HHA Theme(s):** Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



SLEEK DRESSER

1P 2P 3P 4P

Value: 1,600 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



SLEEK STEREO



Value: 1.680 HHA Theme(s):

Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



SLEEK CLOSET



Value: 1,800 HHA Theme(s):

Sci-Fi, Trendy



SLEEK CLOCK



Value: 1,580 HHA Theme(s): Sci-Fi, Trendy Obtainable from:

Timmy & Tommy (on the wall)



SLOPPY CARPET

√ 1P 2P 3P 4P

Value: 600 HHA Theme(s): Quirky

Obtainable from: Re-Tail (flea market)

or Police Station (lost and found)



SLEEK LAMP



Value: 1.680

HHA Theme(s): Sci-Fi,

Trendy

Obtainable from: Timmy

& Tommy



SLOPPY BED



Value: 520 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Re-Tail (flea market)

or Police Station (lost and found)



SLEEK SIDE TABLE

√ IP 2P 3P 4P

Value: 1.600 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy





SLOPPY SOFA

1P 2P 3P 4P

Value: 600 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Re-Tail (flea market)

or Police Station (lost and found)



SLOPPY CLOCK

√ 1P 2P 3P 4P

Value: 1.900 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



1P 2P 3P 4P

Value: 480 HHA Theme(s):

Quirky, Sci-Fi

Obtainable from: Re-Tail (flea market)

or Police Station (lost and found)



Sloppy Series



SLOPPY WALL



Value: 600 HHA Theme(s): Quirky

Obtainable from: Re-Tail (flea market)

or Police Station (lost and found)



SLOPPY CHAIR



Value: 400 HHA Theme(s): Quirky, Sci-Fi

Obtainable from:

Re-Tail (flea market) or Police Station (lost and found)







SLOPPY TABLE

√ 1P 2P 3P 4P

Value: 540 HHA Theme(s):

Quirky, Sci-Fi

Obtainable from: Re-Tail (flea market)

or Police Station (lost and found)



SLOPPY CLOSET

1P 2P 3P 4P

Value: 520

HHA Theme(s): Quirky.

Sci-Fi

Obtainable from: Re-Tail (flea market) or Police

Station

(lost and found)



SLOPPY SINK

√ 1P 2P 3P 4P

Value: 480 HHA Theme(s):

Quirky, Sci-Fi Obtainable from:

Re-Tail (flea market) or Police Station (lost and found)

SLOPPY LAMP



Value: 400 HHA Theme(s):

Quirky, Sci-Fi Obtainable from: Re-Tail (flea market)

or Police Station (lost and found)

SLOPPY STEREO

1P 2P 3P 4P

Value: 540

HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Re-Tail (flea market)

or Police Station (lost and found)

SLOPPY TV

JP 2P 3P 4P

Value: 600

HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Re-Tail (flea market)

or Police Station (lost and found)

SLOPPY DRESSER

1P 2P 3P 4P

Value: 500 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Re-Tail (flea market)

or Police Station (lost and found)

Snowman Series

SNOWMAN WALL

Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from:

Snowboy

SNOWMAN CARPET

√ 1P 2P 3P 4P

Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from:

Snowboy

SNOWMAN BED



Value: 35 552 HHA Theme(s):

Fairy Tale

Obtainable from: Snowboy





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SNOWMAN DRESSER



Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from:

Snowboy



SNOWMAN FRIDGE

√ 1P 2P 3P 4P

Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from:

Snowboy



SNOWMAN WARDROBE



Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from:

Snowboy



SNOWMAN TV

Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from:

Snowboy



SNOWMAN CHAIR



Value: 35,552 HHA Theme(s): Fairy Tale

Obtainable from:

Snowboy



SNOWMAN CLOCK √ 1P 2P 3P 4P

Value: 35 552 HHA Theme(s): Fairy Tale

Obtainable from:

Snowboy



SNOWMAN SOFA

√ 1P 2P 3P 4P

Value: 35.552 HHA Theme(s):

Fairy Tale

Obtainable from:

Snowboy



SNOWMAN LAMP

√ 1P 2P 3P 4P

Value: 35 552

HHA Theme(s): Fairy Tale

Obtainable from:

Snowboy



SNOWMAN TABLE



Value: 35.552 HHA Theme(s): Fairy Tale

Obtainable from:

Snowboy



SNOWMAN VANITY

✓ 1P 2P 3P 4P

Value: 35.552 HHA Theme(s): Fairy Tale

Obtainable from:

Snowboy







Spooky Series

SPOOKY WALL



Value: 4,124
HHA Theme(s):
Quirky

Obtainable from: Timmy & Tommy (Oct.)



SPOOKY CARPET

√ 1P 2P 3P 4P

Value: 4,124
HHA Theme(s):
Quirky

Obtainable from: Timmy & Tommy (Oct.)



SPOOKY BED



Value: 4,124 HHA Theme(s):

Quirky

Obtainable from:

Obtainable from: Timmy & Tommy (10/1 through 10/31)



SPOOKY DRESSER

√ 1P 2P 3P 4P

Value: 4,124 HHA Theme(s): Quirky

Obtainable from: Timmy & Tommy (10/1 through 10/31)



SPOOKY WARDROBE

√ 1P 2P 3P 4P

Value: 4,124 HHA Theme(s): Quirky

Obtainable from: Timmy & Tommy (10/1 through 10/31)



SPOOKY SOFA

√ 1P 2P 3P 4P **Value**: 4,124

HHA Theme(s): Quirky

Obtainable from: Timmy & Tommy (10/1 through 10/31)



SPOOKY CHAIR

√ 1P 2P 3P 4P

Value: 4,124
HHA Theme(s):
Quirky

Obtainable from: Timmy & Tommy (10/1 through 10/31)



SPOOKY TABLE

√ 1P 2P 3P 4P

Value: 4,124
HHA Theme(s):
Quirky

Obtainable from: Timmy & Tommy (10/1 through 10/31)



SPOOKY VANITY

√ 1P 2P 3P 4P

Value: 4,124 HHA Theme(s):

Quirky

Obtainable from: Timmy & Tommy (10/1 through 10/31)



SPOOKY BOOKCASE

√ 1P 2P 3P 4P

Value: 4,124 HHA Theme(s):

Quirky

Obtainable from:
Timmy & Tommy
(10/1 through 10/31)



SPOOKY CLOCK



Value: 4,124 HHA Theme(s):

Quirky

Obtainable from: Timmy & Tommy (10/1 through 10/31)



SPOOKY LAMP



Value: 4,124

HHA Theme(s):

Obtainable from: Timmy & Tommy (10/1 through 10/31)



SPOOKY WALL LAMP



Value: 4,124

HHA Theme(s):

None

Obtainable from: Timmy & Tommy (10/1 through 10/31)



Stripe Series

STRIPE WALL



Value: 1,480

HHA Theme(s):
Trendy

Obtainable from: Timmy & Tommy



STRIPE CARPET



Value: 1,480 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



STRIPE DRESSER

√ IP 2P 3P 4P

Value: 2,020 HHA Theme(s):

Trendy

Obtainable from:



STRIPE LAMP

√ IP 2P 3P 4P

Value: 2,020 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



STRIPE CLOSET

√1P 2P 3P 4P

Value: 2.020

HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



STRIPE TV

√ IP 2P 3P 4P

Value: 2.020

HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



STRIPE TABLE

√ IP 2P 3P 4P

Value: 2,020

HHA Theme(s): Trendy







STRIPE SOFA



Value: 2,020 HHA Theme(s):

Trendy

Obtainable from:



STRIPE CHAIR

√ 1P 2P 3P 4P

Value: 2,020 HHA Theme(s):

Trendy

Obtainable from:



STRIPE SHELF



Value: 2,020 HHA Theme(s):

Obtainable from: Timmy & Tommy

⊗ Sweets Series



Value: 124,000

HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (fall)



STRIPE CLOCK



Value: 2,020 HHA Theme(s):

Trendy

Obtainable from:



SWEETS FLOOR

√ 1P 2P 3P 4P

Value: 124,000 HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (fall)



STRIPE BED



Value: 2,020 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



<u>v</u>

SWEETS BED

√ 1P 2P 3P 4P

Value: 80,000 HHA Theme(s):

Obtainable from: GracieGrace (fall)

Fairy Tale



STRIPE BATHROOM SINK



Value: 2,020 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



63

SWEETS DRESSER

√ 1P 2P 3P 4P

Value: 220,000

HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (fall)







Value: 68,000 HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (fall)



SWEETS BOOKCASE



Value: 90,000 HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (fall)



SWEETS SOFA



Value: 80,000 HHA Theme(s): Fairy Tale

Obtainable from:



SWEETS LAMP



Value: 98,000 HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (fall, on the wall)



SWEETS CHAIR

√ IP 2P 3P 4P Value: 120,000

HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (fall)



SWEETS MINILAMP



Value: 110,000 HHA Theme(s):

Fairy Tale

Obtainable from:
GracieGrace (fall)



SWEETS TABLE



Value: 240,000 HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (fall)



SWEETS PLAYER

1/ TP 2P 3P 4P

Value: 100,000 HHA Theme(s):

Fairy Tale

Obtainable from: GracieGrace (fall)



SWEETS MINITABLE



Value: 80,000 HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (fall)









Themes



Furniture themes are similar to furniture series: Both have lots of individual pieces, and both have matching wallpaper and flooring that really help to create unique rooms. But unlike furniture series, themes are really out there. They don't feature traditional furniture pieces like beds and wardrobes; instead, themes contain big "set" pieces, like the Pirate Ship's anchor or the Nursery's elephant slide. Themes

are every bit as fun to assemble as furniture series, and they can wow the HHA just as easily.

Boxing Theme

RINGSIDE SEATING



Value: 9,000 HHA Theme(s): None

Obtainable from:



RED CORNER

√ IP 2P 3P 4P

Value: 6,800 HHA Theme(s): None

Obtainable from: Timmy & Tommy



⊗ BOXING-RING MAT



Value: 10,000 HHA Theme(s):

None

Obtainable from:



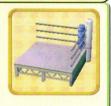
BLUE CORNER

√ 1P 2P 3P 4P

Value: 6,800 HHA Theme(s):

None

Obtainable from: Timmy & Tommy (Spotlight item)



BOXING BARRICADE



Value: 1,050 HHA Theme(s):





NEUTRAL CORNER

√ 1P 2P 3P 4P

Value: 5,500

HHA Theme(s):



JUDGE'S BELL



Value: 1.790 HHA Theme(s): None

Obtainable from: Timmy & Tommy



SPEED BAG

√ 1P 2P 3P 4P

Value: 2.990 HHA Theme(s): None

Obtainable from: Timmy & Tommy



BOXING MAT



Value: 1.180 HHA Theme(s): None

Obtainable from: Timmy & Tommy



Classroom Theme

CLASSROOM WALL

√ 1P 2P 3P 4P

Value: 6,000 HHA Theme(s):

Sci-Fi

Obtainable from: Saharah



RINGSIDE TABLE



HHA Theme(s): None

Obtainable from: Timmy & Tommy



CLASSROOM FLOOR

√ 1P 2P 3P 4P

Value: 6.000 HHA Theme(s): Sci-Fi

Obtainable from: Saharah



WEIGHT BENCH



Value: 3,590 HHA Theme(s): None

Obtainable from: Timmy & Tommy



SANDBAG



Value: 3.190

HHA Theme(s): None Obtainable from: Timmy

& Tommy



RIGHT PLATFORM



Value: 1.600 HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy



LEFT PLATFORM

√ 1P 2P 3P 4P

Value: 1,600 HHA Theme(s): Sci-Fi







PODIUM

√ 1P 2P 3P 4P

Value: 1,280 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy (Spotlight item)



СИВВУНОТЕ

√ IP 2P 3P 4P Value: 2,200

HHA Theme(s):

Obtainable from: Timmy & Tommy



TEACHER'S DESK



Value: 1,580 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



CHALKBOARD

√ 1P 2P 3P 4P

Value: 1,400 HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy



TEACHER'S CHAIR



Value: 1,440 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



MOP

√ 1P 2P 3P 4P

Value: 900

HHA Theme(s):

Obtainable from: Timmy & Tommy



SCHOOL DESK



Value: 1,200 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



SKELETON

√ 1P 2P 3P 4P

Value: 3,360 HHA Theme(s): Quirky. Sci-Fi

Obtainable from: Timmy & Tommy



SCHOOL CHAIR



Value: 800 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



ANATOMICAL MODEL



Value: 3,360 HHA Theme(s): Quirky, Sci-Fi



CLEAR MODEL





Obtainable from: Timmy & Tommy



HAMSTER CAGE



Value: 2 290 **HHA Theme(s):**

Sci-Fi

Obtainable from: Timmy & Tommy



SCIENCE TABLE



Value: 1,900 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



LEFTY DESK



Value: 1.240 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



RIGHTY DESK



Value: 1,240 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



Construction Series

BLUE TARP

1P 2P 3P 4P

Value: 5 600 HHA Theme(s):

Quirky

Obtainable from:

Saharah





Value: 6.500

HHA Theme(s): Quirky

Obtainable from: Saharah



DETOUR ARROW



Value: 600 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



HANDCART

V IP 2P 3P 4P

Value: 800 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



IRON FRAME



HHA Theme(s): None







MANHOLE COVER



Value: 1.000 HHA Theme(s): None

Obtainable from: Timmy & Tommy



STEAMROLLER

√ 1P 2P 3P 4P

Value: 4.500 HHA Theme(s): None

Obtainable from: Timmy & Tommy



ORANGE CONE



Value: 600 **HHA Theme(s):** None

Obtainable from: Timmy & Tommy



JACKHAMMER



Value: 1.880 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



TRAFFIC CONE

√ 1P 2P 3P 4P

Value: 800 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



STRIPED CONE

√ IP 2P 3P 4P

Value: 800

HHA Theme(s): None

Obtainable from: Timmy & Tommy



SAWHORSE

√ 1P 2P 3P 4P

Value: 1,200 HHA Theme(s): None

Obtainable from: Timmy & Tommy



CEMENT MIXER

√ 1P 2P 3P 4P

Value: 1,600

HHA Theme(s): None

Obtainable from: Timmy & Tommy (Spotlight item)



WET-ROAD SIGN



Value: 850

HHA Theme(s): None

Obtainable from: Timmy

& Tommy



OIL BARREL



Value: 800

HHA Theme(s): None



Mad Scientist Theme

LAB WALL



Value: 1,460 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Timmy & Tommy



FLORENCE FLASK

√ 1P 2P 3P 4P

Value: 1,600 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Timmy & Tommy



LAB FLOOR



Value: 1,280 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Timmy & Tommy



AMAZING MACHINE



Value: 3,600 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Timmy & Tommy



LAB BENCH



Value: 4,800 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Timmy & Tommy



UNKNOWN MACHINE



Value: 4,800 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Timmy & Tommy (Spotlight item)



LAB CHAIR



Value: 2,200 HHA Theme(s): Quirky. Sci-Fi

Obtainable from: Timmy & Tommy



COMPLEX MACHINE

√ 1P 2P 3P 4P

Value: 3,840 HHA Theme(s): Quirky. Sci-Fi

Obtainable from: Timmy & Tommy



MEDICINE CHEST



Value: 2,280 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Timmy & Tommy



Mario Theme

MUSHROOM MURAL

√ 1P 2P 3P 4P

HHA Theme(s): Toy Shop

Value: 840

Obtainable from: Fortune cookie #1







€3

BLOCK FLOOR



Value: 840 HHA Theme(s): Toy Shop

Obtainable from: Fortune cookie #2



SUPER MUSHROOM



Value: 840 HHA Theme(s): Toy Shop

Obtainable from: Fortune cookie #21





BLOCK



Value: 840 HHA Theme(s): Toy Shop

Obtainable from: Fortune cookie #17



GREEN SHELL



Value: 840 HHA Theme(s): Toy Shop Obtainable from:

Fortune cookie #22



8

COIN



Value: 840 HHA Theme(s): Toy Shop

Obtainable from: Fortune cookie #18



SUPER STAR



Value: 840 HHA Theme(s): Toy Shop

Obtainable from: Fortune cookie #23





GOAL POLE



Value: 840

HHA Theme(s): Toy Shop

Obtainable from: Fortune

cookie #19



3 1-UP MUSHROOM

√ 1P 2P 3P 4P

Value: 840 HHA Theme(s):

Toy Shop **Obtainable from:**Fortune cookie #24





FIRE FLOWER



Value: 840

HHA Theme(s): Toy Shop

Obtainable from: Fortune cookie #20



? BLOCK



Value: 840 HHA Theme(s): Toy Shop

Obtainable from: Fortune cookie #25



0

DIDE



Value: 840
HHA Theme(s):
Toy Shop

Obtainable from: Fortune cookie #26



BIRDHOUSE

√ 1P 2P 3P 4P

Value: 1,620
HHA Theme(s):
Rustic

Obtainable from: Timmy & Tommy



0

FIRE BAR



Value: 840
HHA Theme(s):
Toy Shop

Obtainable from: Fortune cookie #27



MR. FLAMINGO



Value: 1,530 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



(1)

BILL BLASTER



Value: 840 HHA Theme(s): Toy Shop

Obtainable from: Fortune cookie #28



MRS. FLAMINGO



Value: 1,530 HHA Theme(s):

Obtainable from: Timmy & Tommy



Mossy Garden Theme

BACKYARD FENCE



Value: 800 HHA Theme(s):

HHA Theme(s):

Obtainable from: Timmy & Tommy



GARDEN GNOME

√ 1P 2P 3P 4P

Value: 3,380 HHA Theme(s):

Obtainable from: Timmy & Tommy (Spotlight item)



BUG ZAPPER

BACKYARD LAWN



Value: 880 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy





Value: 1,200 HHA Theme(s):







HAMMOCK



Value: 1,320 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



LAWN MOWER

√ IP 2P 3P 4P **Value:** 2.760

HHA Theme(s):

None

Obtainable from: Timmy & Tommy



BIRDBATH

√ 1P 2P 3P 4P

Value: 1,450 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



BARBECUE

√ 1P 2P 3P 4P

Value: 1,760 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



PICNIC TABLE

√ 1P 2P 3P 4P

Value: 1,390

HHA Theme(s): None

Obtainable from: Timmy & Tommy



BACKYARD POOL

√ 1P 2P 3P 4P

Value: 990
HHA Theme(s):
None

Obtainable from:



BIRD FEEDER

√ IP 2P 3P 4P

Value: 1,260 HHA Theme(s): None

Obtainable from: Timmy & Tommy



SPRINKLER

√ 1P 2P 3P 4P

Value: 1,640

HHA Theme(s):

Obtainable from: Timmy & Tommy



LAWN CHAIR

√ 1P 2P 3P 4P

Value: 1,180 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



TIKI TORCH

√ 1P 2P 3P 4P

Value: 870

HHA Theme(s): Rustic



Nursery Theme

PLAYROOM WALL



Value: 1.320 HHA Theme(s):

Toy Shop

Obtainable from:

Timmy & Tommy



BABY BED

1 IP 2P 3P 4P

Value: 2,900

HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



PLAYROOM RUG



Value: 1.360 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



CLACKERCART



Value: 1.380 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



ELEPHANT SLIDE

√ 1P 2P 3P 4P

Value: 1.200 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



MFRRY-GO-ROUND



Value: 640 HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from:

Timmy & Tommy



STROLLER

√ 1P 2P 3P 4P

Value: 1,960 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



ROCKING HORSE

√ IP 2P 3P 4P

Value: 600

HHA Theme(s): Fairy Tale, Rustic, Toy Shop

Obtainable from: Timmy & Tommy



CRADLE



Value: 3,800 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



TRAIN SET



Value: 1.600 HHA Theme(s):

Toy Shop



BARRFI





WOBBELINA



Value: 700 HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: Timmy & Tommy



1P 2P 3P 4P

HHA Theme(s): Toy Shop

Value: 800

Obtainable from: Pascal

DOLLY



Value: 6.800 HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)



1P 2P 3P 4P

Value: 800 HHA Theme(s): Toy Shop

Obtainable from:



KFG

@ Pirate Ship Theme

0 SFA VIFW

√ IP 2P 3P 4P

Value: 4.000 HHA Theme(s): None

Obtainable from: Pascal



SHIP CANNON

√ 1P 2P 3P 4P

Value: 1.820 HHA Theme(s): Toy Shop

Obtainable from: Pascal



ANCHOR

√ 1P 2P 3P 4P

Value: 1,900 HHA Theme(s):

Obtainable from: Pascal



Toy Shop

√ 1P 2P 3P 4P Value: 4.000

HHA Theme(s):

Quirky

Obtainable from:

Pascal



HELM

SHIP DECK

√ 1P 2P 3P 4P

Value: 1,120 HHA Theme(s):

Toy Shop

Obtainable from: Pascal



√ 1P 2P 3P 4P

Value: 1,600 HHA Theme(s): Toy Shop

Obtainable from:

Pascal





IOLIY ROGER



Value: 1 600 HHA Theme(s) Quirky Toy Shop

Obtainable from

Pascal



SPA CHAIR



Value: 600 HHA Theme(s) Harmonious

Obtainable from: Timmy & Tommy



VINTAGE TELESCOPE



Value: 1.880 HHA Theme(s): Antique

Obtainable from:

Pascal



BATH MAT



Value: 600 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



PIRATE'S ARMOR



HHA Theme(s): Antique, Quirky,

Toy Shop

Obtainable from: Pascal

BUCKET



Value: 600 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



Spa Theme

BATHHOUSE WALL



Value: 6.000 HHA Theme(s): Harmonious

Obtainable from:

Saharah



BATHTUB

MILK CASE

1P 2P 3P 4P

Value: 2.400 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy





Value: 1,800 HHA Theme(s): Harmonious, Sci-Fi

Obtainable from: Timmy & Tommy



BATH TILE



HHA Theme(s): Harmonious

Obtainable from:

Saharah







ICF-CREAM CASE



Value: 1800

HHA Theme(s): Harmonious, Sci-Fi

Obtainable from: Timmy & Tommy



WASHBASIN



Value: 2,880 HHA Theme(s):

Obtainable from:



& lommy

Space Theme

I LUNAR HORIZON



Value: 7,600 HHA Theme(s):

Sci-Fi

Obtainable from: Saharah



LUNAR SURFACE



Value: 8,000

HHA Theme(s):

Obtainable from:



ASTEROID



Value: 1,800 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy



MOON

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)



LUNAR LANDER

√ 1P 2P 3P 4P

Value: 3,200

HHA Theme(s): Sci-Fi,

loy Snop

Obtainable from:



ROCKET

√ 1P 2P 3P 4P

Value: 2,400

HHA Theme(s): Sci-Fi, Toy

Shop

Obtainable from: Timmy

& Tommy



LUNAR ROVER

√ IP 2P 3P 4P

Value: 2,560

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy



SATELLITE



Value: 2,600 HHA Theme(s):

Sci-Fi, Toy Shop

Obtainable from:
Timmy & Tommy



SPACE SHUTTLE



Value: 2,780 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy



√P2P3P4P

Value: 6,800 HHA Theme(s):

Obtainable from:



SPACEMAN SAM



Value: 2,800 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy



COW SKULL



Value: 1,020 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



SPACE STATION



Value: 2,800 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy



DESERT CACTUS



Value: 890

HHA Theme(s): Rustic
Obtainable from: Timmy

& Tommy



FLYING SAUCER



Value: 2,400 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



WESTERN FENCE

√ 1P 2P 3P 4P

Value: 880
HHA Theme(s):
Rustic

Obtainable from: Timmy & Tommy



Western Theme

WESTERN VISTA



Value: 6,000 HHA Theme(s): None

Obtainable from:

Saharah



SADDLE FENCE



Value: 2,180 HHA Theme(s):

HHA Theme(s







STOREFRONT



Value: 3,680 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



TUMBLEWEED

√ 1P 2P 3P 4P

Value: 520
HHA Theme(s):
Rustic

Obtainable from: Timmy & Tommy



COVERED WAGON

√ 1P 2P 3P 4P

Value: 3,800
HHA Theme(s):
Rustic





WELL

√ 1P 2P 3P 4P

Value: 2,700 HHA Theme(s): Quirky, Rustic Obtainable from:

Timmy & Tommy



WATERING TROUGH

√1P 2P 3P 4P

Value: 1,100 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



WAGON WHEEL

√ 1P 2P 3P 4P

Value: 1,230

HHA Theme(s):
Rustic







Furniture Sets

Sets are smaller collections than series and themes, and they don't uniquely pair with any particular wallpaper or flooring. Still, completing furniture sets will impress fellow decorators and boost your home's standing with the HHA.

Apple Set

JUICY-APPLE TV



Value: 1,200 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



JUICY-APPLE CLOCK



Value: 1,200
HHA Theme(s):
Rustic

Obtainable from: Timmy & Tommy



Bear Set

PAPA BEAR



Value: 2,200 HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: Timmy & Tommy



MAMA BEAR



Value: 1,600 HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: Timmy & Tommy



BABY BEAR

√ 1P 2P 3P 4P

Value: 800 HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: Timmy & Tommy



MAMA POLAR BEAR

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)



Bonsai Set

PLUM BONSAI

√ 1P 2P 3P 4P

Value: 1,900 HHA Theme(s): Harmonious, Rustic

Obtainable from: Gardening Store (after TIY arrives)



HOLLY BONSAI

√1P 2P 3P 4P

Value: 1,600 HHA Theme(s): Harmonious. Rustic

Obtainable from: Gardening Store (after TIY arrives)







AZALEA BONSAI



Value: 1,500 HHA Theme(s): Harmonious, Rustic

Obtainable from: Gardening Store (after TIY arrives)



MAPLE BONSAL



Value: 1,700 HHA Theme(s):

Harmonious, Rustic

Obtainable from:
Gardening Store
(after TIY arrives)



HAWTHORN BONSAL



Value: 1,800 HHA Theme(s):

Harmonious, Rustic

Obtainable from: Gardening Store (after TIY arrives)



QUINCE BONSAI

√ 1P 2P 3P 4P

Value: 1,600 HHA Theme(s):

Harmonious, Rustic

Obtainable from: Gardening Store (after TIY arrives)



JASMINE BONSAI

√ 1P 2P 3P 4P

Value: 1,700 HHA Theme(s):

HHA Theme(s): Harmonious, Rustic

Obtainable from: Gardening Store (after TIY arrives)



Cactus Set

TALL CACTUS

√1P2P3P4P

Value: 1,700 HHA Theme(s):

Rustic

Obtainable from: Gardening Store (after TIY arrives)



CACTUS

√ 1P 2P 3P 4P

Value: 1,700
HHA Theme(s): Rustic

Obtainable from: Gardening Store (after TIY arrives)



ROUND CACTUS

√ 1P 2P 3P 4P

Value: 1,700 HHA Theme(s):

Rustic

Obtainable from: Gardening Store (after TIY arrives)



TALL MINI CACTUS

√ IP 2P 3P 4P

Value: 800 HHA Theme(s):

Rustic

Obtainable from: Gardening Store (after TIY arrives)



MINI CACTUS

√ 1P 2P 3P 4P

Value: 800

HHA Theme(s): Rustic

Obtainable from: Gardening Store (after TIY arrives)



ROUND MINI CACTUS



Value: 800 HHA Theme(s):

Rustic

Obtainable from: Gardening Store (after TIY arrives)



SIPHON

1P 2P 3P 4P

Value: 1,780 HHA Theme(s):

Trendy

Obtainable from: Brewster (working at The Roost)



Café Series

COFFEEMAKER



Value: 800 HHA Theme(s):

Trendy

Obtainable from: Brewster (Working at The Roost)



Chess Set

PAWN

BISHOP

√ 1P 2P 3P 4P

Value: 1,100 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



CHECKOUT COUNTER



Value: 3,480

HHA Theme(s): None Obtainable from: Timmy & Tommy



Value: 2,800 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



CASH REGISTER



Value: 6,480 HHA Theme(s):

None

Obtainable from: Timmy & Tommy

1 1P 2P 3P 4P

Value: 8,000 HHA Theme(s):

Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)



JUKEBOX



Value: 3,200 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



KNIGHT



Value: 2.800 HHA Theme(s): Toy Shop







QUEEN



Value: 8,000 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)



ROOK



Value: 2,800 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



Citrus Set

GRAPEFRUIT TABLE

√ IP 2P 3P 4P

Value: 1,500 HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



LEMON TABLE

√ 1P 2P 3P 4P

Value: 1,500 HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



TANGERINE CHAIR



Value: 1,300 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



KIWI STOOL

√ 1P 2P 3P 4P

Value: 1,500 HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



[⊕] Creepy Set

CREEPY SKELETON

√ (P2) (P2) (P2) (P2) (P2) (P2) (P2) (P3) (P3

HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Jack (Halloween)



GREEPY CAULDRON

√ 1P 2P 3P 4P

Value: 3,600 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Jack (Halloween)



CREEPY BAT STONE

√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s):

Obtainable from: Jack (Halloween)



CREEPY STONE

√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s):

Quirky

Obtainable f

Obtainable from: Jack (Halloween)



€

CREEPY COFFIN



Value: 2,000

HHA Theme(s): Quirky
Obtainable from: Jack

(Halloween)



DHARMA

√ IP 2P 3P 4P Value: 1.200

HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



(2)

CREEPY CRYSTAL



Value: 8,000 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Jack (Halloween)



MINI DHARMA

√ IP 2P 3P 4P

Value: 800
HHA Theme(s):
Harmonious

Obtainable from: Timmy & Tommy



0

CREEPY CLOCK

√ 1P 2P 3P 4P

Value: 2,800

HHA Theme(s): Quirky
Obtainable from: Jack

(Halloween)



Dr.'s Office Set

VISION TESTER

√ 1P 2P 3P 4P

Value: 2 280

HHA Theme(s): Sci-Fi
Obtainable from: Timmy

& Tommy



63

CREEPY STATUE

√ IP 2P 3P 4P Value: 3,200

HHA Theme(s):

Obtainable from: Jack (Halloween)



TRUNK MEASURE

√ 1P 2P 3P 4P

HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy

Value: 1,680



Dharma Set

GIANT DHARMA



Value: 1,600 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



STADIOMETER



Value: 1,680

HHA Theme(s): Sci-Fi
Obtainable from: Timmy

& Tommy







SCALE



Value: 1,200

HHA Theme(s): Sci-Fi
Obtainable from: Timmy

& Tommy



HOSPITAL BED



Value: 3,600

HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Timmy & Tommy



HOSPITAL SCREEN



Value: 2,400 HHA Theme(s):

Quirky, Sci-Fi

Obtainable from:
Timmy & Tommy



IV DRIP



Value: 1,480 HHA Theme(s):

Quirky, Sci-Fi

Obtainable from: Timmy & Tommy (Spotlight item)



WASHBASIN



Value: 1,200 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



Drum Set

CONGA DRUM

√ 1P 2P 3P 4P

Value: 1,600 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



DJIMBE DRUM

√ 1P 2P 3P 4P

Value: 1,900

HHA Theme(s):

Obtainable from: Timmy & Tommy



TIMPANO DRUM

√ 1P 2P 3P 4P

Value: 2,100 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



Flower Set

FLOWER CHAIR

√ IP 2P 3P 4P

Value: 1,400 HHA Theme(s): Fairy Tale, Rustic

Obtainable from: Timmy & Tommy



FLOWER TABLE

√ 1P 2P 3P 4P

Value: 1,900

HHA Theme(s): Fairy Tale, Rustic



Frog Set

LIIY-PAD TABLE



Value: 1,600 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



FROGGY CHAIR



Value: 1,200 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



Guitar Set

FOLK GUITAR

√ 1P 2P 3P 4P

Value: 1,600 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



COUNTRY GUITAR



Value: 1,700 HHA Theme(s):

HHA Theme(s): None

Obtainable from: Timmy & Tommy



ROCK GUITAR



Value: 1,800 HHA Theme(s): None

Obtainable from: Timmy & Tommy



ELECTRIC GUITAR

√ 1P 2P 3P 4P

HHA Theme(s):

Value: 1.900

None

Obtainable from: Timmy & Tommy



METAL GUITAR

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



DOUBLE-NECK GUITAR

√ 1P 2P 3P 4P

Value: 2,800 HHA Theme(s):

Obtainable from:

DLC

None



Homework Set

WRITING DESK

√ IP 2P 3P 4P

Value: 1,900 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



WRITING CHAIR

√ IP 2P 3P 4P

Value: 1,000 HHA Theme(s):

Sci-Fi









GLOBE



Value: 1,200 HHA Theme(s):

Sci-Fi

Obtainable from:

Katie



House Plant Set

POTHOS



Value: 1,300

HHA Theme(s): Rustic

Obtainable from:

Gardening Store (after TIY arrives)



COCONUT PALM



Value: 1,200

HHA Theme(s): Rustic

Obtainable from: Gardening Store (after TIY arrives)



PACHIRA

√ 1P 2P 3P 4P

Value: 1,200 HHA Theme(s):

Rustic

Obtainable from: Gardening Store (after TIY arrives)



CALADIUM



Value: 1,300 HHA Theme(s):

Rustic

Obtainable from: Gardening Store (after TIY arrives)



CROTON

√ 1P 2P 3P 4P

Value: 1,300 HHA Theme(s):

Rustic

Obtainable from: Gardening Store (after TIY arrives)



DRACAENA

√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s):

Rustic

Obtainable from: Gardening Store (after TIY arrives)



LADY PALM

√ 1P 2P 3P 4P

Value: 1,200

HHA Theme(s): Rustic
Obtainable from:

Gardening Store (after

TIY arrives)



ALOE

√ IP 2P 3P 4P

Value: 1,200 HHA Theme(s):

Rustic

Obtainable from: Gardening Store (after TIY arrives)



RUBBER TREE

√ 1P 2P 3P 4P

Value: 1,300
HHA Theme(s):
Rustic

Obtainable from: Gardening Store (after TIY arrives)



SNAKE PLANT



Value: 1,200 HHA Theme(s):

Rustic

Obtainable from: Gardening Store (after TIY arrives)



FAN PALM



Value: 1,300

HHA Theme(s): Rustic
Obtainable from:

Gardening Store (after

TIY arrives)



CORN PLANT



Value: 1,300

HHA Theme(s): Rustic
Obtainable from:
Gardening Store (after

TIY arrives)



BROMELIACEAE



Value: 1,300 HHA Theme(s):

Rustic

Obtainable from: Gardening Store (after TIY arrives)



WEEPING FIG



Value: 1,200

HHA Theme(s): Rustic

Obtainable from: Gardening Store (after TIY

arrives)



Lucky Cat Set

LUCKY CAT

√1P2P3P4P

Value: 1,700 HHA Theme(s):

Obtainable from: Timmy & Tommy

Harmonious



LEFTY LUCKY CAT

√ IP 2P 3P 4P

Value: 1,700
HHA Theme(s):
Harmonious

Obtainable from: Timmy & Tommy



LUCKY BLACK CAT

√ 1P 2P 3P 4P

Value: 1,700

HHA Theme(s):

Harmonious

Obtainable from: Timmy & Tommy



LUCKY GOLD CAT

√ IP 2P 3P 4P

Value: 6,200
HHA Theme(s):
Harmonious

Obtainable from: Timmy & Tommy



Museum Set

DISPLAY STAND

√ IP 2P 3P 4P

Value: 1,500 HHA Theme(s): Trendy

Obtainable from: Museum Shop (after 2F upgrade)







GLASS DISPLAY CASE



Value: 2,000 HHA Theme(s): Trendy

Obtainable from: Museum Shop (after 2F

upgrade)



FANCY FRAME

√ IP 2P 3P 4P

Value: 10,000 HHA Theme(s):

Antique

Obtainable from: Museum Shop (after 2F upgrade)



FLAT DISPLAY CASE



Value: 2,500 HHA Theme(s): Trendy

Obtainable from: Museum Shop (after 2F upgrade)



√ 1P 2P 3P 4P

Value: 1,500 HHA Theme(s): Sci-Fi

Obtainable from: Museum Shop (after 2F upgrade)



TALL DISPLAY CASE



Value: 2,500 HHA Theme(s): Trendy

Obtainable from: Museum Shop (after 2F upgrade)



RECEPTION TABLE

√ IP 2P 3P 4P

Value: 2,000 HHA Theme(s): None

Obtainable from: Museum Shop (after 2F upgrade)



MUSEUM CHAIR

√ 1P 2P 3P 4P

Value: 3,000 HHA Theme(s): Trendy

Obtainable from: Museum Shop (after 2F upgrade)



POSTER STAND

√1P 2P 3P 4P

Value: 2,500 HHA Theme(s):

Trendy

Obtainable from: Museum Shop (after 2F upgrade)



ARROW SIGN



Value: 3,500 HHA Theme(s):

Trendy

Obtainable from: Museum Shop (after 2F upgrade)



EXHIBIT PARTITION



Value: 3,000 HHA Theme(s):

Trendy

Obtainable from: Museum Shop (after 2F upgrade)



Mintendo Set

YOSHI'S EGG



HHA Theme(s):

Obtainable from:

Value: 840 Toy Shop Fortune cookie #29

BLUE FALCON

√ IP 2P 3P 4P

Value: 840 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Fortune cookie #34



TRIPLE BANANAS



Value: 840 HHA Theme(s): Toy Shop

Obtainable from: Fortune cookie #48



MASTER SWORD

1P 2P 3P 4P

Value: 840 HHA Theme(s): Quirky, Toy Shop Obtainable from:

Fortune cookie #35



TRIPLE RED SHELLS

KART

PIKMIN



Value: 840 HHA Theme(s): Toy Shop

Obtainable from: Fortune cookie #31



ARWING



Value: 840 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Fortune cookie #36



1 1P 2P 3P 4P

Value: 840 HHA Theme(s):

Obtainable from:

Sci-Fi, Toy Shop Fortune cookie #32



TRIFORCE

1P 2P 3P 4P

Value: 840 HHA Theme(s):

Toy Shop Obtainable from: Fortune cookie #37



√ 1P 2P 3P 4P

Value: 840 HHA Theme(s): Toy Shop

Obtainable from: Fortune cookie #33



METROID

V 1P 2P 3P 4P

Value: 840 HHA Theme(s): Quirky, Sci-Fi,



Obtainable from: Fortune cookie #47

Toy Shop





A

S.S. DOLPHIN



Value: 840 HHA Theme(s):

Sci-Fi, Toy Shop

Obtainable from: Fortune cookie #39



OFFICE LOCKER

√ 1P 2P 3P 4P

Value: 1,200

HHA Theme(s): None
Obtainable from: Timmy

& Tommy



0

VIRTUAL BOY



Value: 840 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Fortune cookie #40



Panda Set

PAPA PANDA



Value: 1,920 HHA Theme(s): Fairy

Tale, Harmonious, Toy Shop

Obtainable from: Timmy & Tommy



€

WII BALANCE BOARD



Value: 840

HHA Theme(s): Toy Shop, Trendy

Obtainable from: Fortune cookie #41



MAMA PANDA



Value: 960

HHA Theme(s): Fairy Tale, Harmonious, Toy Shop

Obtainable from: Timmy & Tommy



Office Set

OFFICE DESK



Value: 1,600 HHA Theme(s): None

Obtainable from: Timmy & Tommy



BABY PANDA



Value: 480

HHA Theme(s): Fairy Tale, Harmonious, Toy Shop

Obtainable from: Timmy & Tommy



OFFICE CHAIR



Value: 1,100

HHA Theme(s): None

Obtainable from: Timmy & Tommy



Pear Set

PEAR WARDROBE



Value: 1,400

HHA Theme(s): Rustic



PEAR DRESSER



Rustic

Value: 1,600 HHA Theme(s):

Obtainable from:

Timmy & Tommy



MUGHO BONSAI

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s):

Harmonious, Rustic Obtainable from:

Gardening Store (after TIY arrives)



Pine Set

PINE CHAIR



Value: 1,800 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



String Section Set

VIOLIN

√ IP 2P 3P 4P

Value: 2.200 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



PINE TABLE



Value: 2 280 HHA Theme(s):

Rustic Obtainable from: Timmy & Tommy



CFILO

√ 1P 2P 3P 4P

Value: 1.800 HHA Theme(s): None

Obtainable from: Timmy & Tommy



Pine Tree Set

PONDEROSA BONSAL



Value: 1.800

HHA Theme(s): Harmonious, Rustic

Obtainable from: Gardening Store (after TIY arrives)



BASS

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s): None

Obtainable from: Timmy

& Tommy



PINE BONSAI



Value: 1,800 HHA Theme(s):

Harmonious, Rustic Obtainable from: Gardenina Store (after TIY arrives)



Totem Pole Set

BEAR POLE

√ 1P 2P 3P 4P

Value: 1,400

HHA Theme(s): Rustic







EAGLE POLE



Value: 1,400

HHA Theme(s): Rustic
Obtainable from: Timmy

& Tommy



FROG-WOMAN POLE



Value: 1,400

HHA Theme(s): Rustic Obtainable from: Timmy & Tommy



RAVEN POLE



Value: 1,400

HHA Theme(s): Rustic
Obtainable from: Timmy

& Tommy



Vase Set

TEA VASE



Value: 2,400

HHA Theme(s): Antique, Harmonious



RED VASE



Value: 2,450

HHA Theme(s): Antique, Harmonious

Obtainable from: Timmy & Tommy



BLUE VASE

√ 1P 2P 3P 4P

Value: 2,500 HHA Theme(s): Antique.

Harmonious

Obtainable from: Timmy & Tommy



Watermelon Set

WATERMELON CHAIR

√1P2P3P4P

HHA Theme(s):

Value: 1,300

Obtainable from: Timmy & Tommy



WATERMELON TABLE

√1P2P3P4P

Value: 1,800
HHA Theme(s):
Rustic

Obtainable from: Timmy & Tommy



Zen Set

TEA TABLE

√ IP 2P 3P 4P Value: 1.000

HHA Theme(s):

Obtainable from: Timmy & Tommy



HEARTH



Value: 1,600

HHA Theme(s): Harmonious



SCREEN



Value: 1,650 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



PAULOWNIA CLOSET

√ 1P 2P 3P 4P

Value: 1,300 HHA Theme(s): Harmonious, Rustic

Obtainable from: Timmy & Tommy



HIBACHI



Value: 1,200 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



STAIR DRESSER

√ IP 2P 3P 4P

Value: 2,250 HHA Theme(s): Harmonious, Rustic

Obtainable from: Timmy & Tommy



TEA TANSU

√ 1P 2P 3P 4P

Value: 1,600 HHA Theme(s): Harmonious. Rustic

Obtainable from: Timmy & Tommy



LOW SCREEN

√ 1P 2P 3P 4P

Value: 1,480 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



PAPER LANTERN



Value: 800 HHA Theme(s): Harmonious, Quirky

Obtainable from: Timmy & Tommy



PAPER TIGER

√ 1P 2P 3P 4P

Value: 680 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



PAPER WALL LAMP



Value: 800 HHA Theme(s): Harmonious, Quirky

Obtainable from: Timmy & Tommy (on the wall)



LUCKY FROG

√ IP 2P 3P 4P

Value: 1,350
HHA Theme(s):
Harmonious







Zen Garden

DEER SCARE



Value: 1.800 HHA Theme(s): Harmonious, Rustic

Obtainable from: Timmy & Tommy



TALL LANTERN

1 IP 2P 3P 4P

Value: 1,980 HHA Theme(s): Harmonious, Quirky

Obtainable from: Timmy

& Tommy



Other Furniture

The following furniture pieces don't fit into any series, theme, set, or category. Instead, these are the unique items you receive for participating in seasonal events and reaching gameplay milestones, along with the assorted one-of-a-kind trinkets you might see for sale in stores. Owning and displaying these items in your home can add points to your HHA score—because all of this stuff is just plain cool!

VAULTING HORSE



Value: 1.200 HHA Theme(s): None

Obtainable from: Timmy & Tommy



HURDLE

V 1P 2P 3P 4P

Value: 980

HHA Theme(s): None

Obtainable from: Timmy & Tommy



BALL CATCHER

√ 1P 2P 3P 4P

Value: 2,040 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



SCOREBOARD

√ 1P 2P 3P 4P

Value: 2,200 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



HIGH-JUMP MAT

√ 1P 2P 3P 4P

Value: 2,980 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



FOLDING CHAIR



Value: 600 HHA Theme(s):

None



GOLF BAG



Value: 1,600 HHA Theme(s): None

Obtainable from: Timmy & Tommy



SIMPLE ARMCHAIR



Value: 1,800 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



SIMPLE LOVE SEAT



Value: 2,050 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



LAVA LAMP



HHA Theme(s): Sci-Fi, Toy Shop, Trendy

Obtainable from: Timmy & Tommy



SWORD



HHA Theme(s):

Harmonious, Quirky

Obtainable from: Timmy & Tommy



BOW

√ 1P 2P 3P 4P

Value: 1,400 HHA Theme(s): Antique,

Harmonious, Quirky

Obtainable from: Timmy & Tommy



SAMURAI SUIT

√ IP 2P 3P 4P

Value: 4,500

HHA Theme(s): Antique, Harmonious, Quirky

Obtainable from: Timmy & Tommy (Spotlight item)



BLACK KATANA

√ 1P 2P 3P 4P

Value: 12,000 HHA Theme(s):

Antique, Harmonious, Quirky

Obtainable from: Timmy & Tommy



WHITE KATANA

√ 1P 2P 3P 4P

Value: 36,800

HHA Theme(s): Antique.

Harmonious, Quirky

Obtainable from: Timmy & Tommy



NINJA SWORD



Value: 9,600 HHA Theme(s):

Antique, Harmonious, Quirky









UKULELE

√ IP 2P 3P 4P

Value: 30 medals
HHA Theme(s):

None

Obtainable from: Island Gift Shop

(Club Tortimer members)

als

FRONY PIANO

√ 1P 2P 3P 4P

Value: 3,800

HHA Theme(s): None

Obtainable from: Timmy & Tommy



UPRIGHT PIANO

√1P2P3P4P

Value: 3,200 HHA Theme(s):

None



TAIKO DRUM

√ 1P 2P 3P 4P

Value: 1,300 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



VIBRAPHONE

√ 1P 2P 3P 4P

Value: 1,900 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



BIWA LUTE

√ IP 2P 3P 4P **Value**: 1,800

HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



HARP

√ 1P 2P 3P 4P

Value: 1,700
HHA Theme(s):
Antique

Obtainable from: Timmy & Tommy



METRONOME

√ IP 2P 3P 4P

Value: 1,000 HHA Theme(s):

HHA Theme(s): None

Obtainable from: Timmy & Tommy



TRASH CAN

√ IP 2P 3P 4P

Value: 1,400 HHA Theme(s):

Quirky

Obtainable from: Timmy & Tommy



GARBAGE PAIL

√ 1P 2P 3P 4P

Value: 1,100 HHA Theme(s):

Quirky



GARBAGE CAN



Value: 500
HHA Theme(s):
Quirky

Obtainable from: Timmy & Tommy



BROKEN POST

√ IP 2P 3P 4P

Value: 1,800

HHA Theme(s): Antique.

Quirky

Obtainable from: Timmy & Tommy



TRASH BIN



Value: 400 HHA Theme(s):

Quirky

Obtainable from: Timmy & Tommy



PYRAMID

√ IP 2P 3P 4P

Value: 3,800 HHA Theme(s): Antique, Quirky Obtainable from:

Timmy & Tommy



PANTHEON POST

√ IP 2P 3P 4P

Value: 3,600 HHA Theme(s): Antique, Quirky Obtainable from:

Timmy & Tommy



SPHINX

√ 1P 2P 3P 4P

Value: 3,200 HHA Theme(s): Antique, Quirky

Obtainable from: Timmy & Tommy



IONIAN POST

√ 1P 2P 3P 4P

Value: 3,600 HHA Theme(s): Antique, Quirky

Antique, Quirky

Obtainable from:

Timmy & Tommy

MUMMY'S CASKET

Value: 4.400

HHA Theme(s): Antique,

Quirky

Obtainable from:



CORINTHIAN POST



Value: 3,600

HHA Theme(s): Antique,

Quirky

Obtainable from: Timmy & Tommy



JOMON POTTERY

√1P 2P 3P 4P

Value: 800 HHA Theme(s):

Antique, Harmonious, Quirky







TENNIS TABLE



Value: 1,800 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



BOWLING PINS



Value: 1,200 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



BALL RETURN



Value: 6,200 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



BASKETBALL HOOP



Value: 2.120

HHA Theme(s): None
Obtainable from: Timmv

& Tommy



BILLIARD TABLE



Value: 1,800 HHA Theme(s):

Toy Shop

Obtainable from: Timmy & Tommy



MAHJONG TABLE

√ 1P 2P 3P 4P

Value: 4,200 HHA Theme(s): Harmonious,

Toy Shop

Obtainable from: Timmy & Tommy



DARTBOARD

√ 1P 2P 3P 4P

Value: 1,520 HHA Theme(s): Toy Shop Obtainable from: Timmy

& Tommy



PINBALL MACHINE

√ 1P 2P 3P 4P

Value: 1,960 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



ARCADE MACHINE

√ 1P 2P 3P 4P

Value: 4,400 HHA Theme(s): Toy Shop

Obtainable from: Timmy

& Tommy



TABLETOP GAME

√ 1P 2P 3P 4P

Value: 2,480 HHA Theme(s):

Toy Shop



STOOL



Value: 1,360 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



SHOGI BOARD



Value: 1,200 HHA Theme(s): Harmonious, Toy Shop

Obtainable from: Timmy & Tommy



GO BOARD

√ 1P 2P 3P 4P

Value: 1,200 HHA Theme(s): Harmonious, Toy Shop

Obtainable from: Timmy & Tommy



ARC DE TRIOMPHE

√ 1P 2P 3P 4P

Value: 9,200 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)



PLATE ARMOR

√ IP 2P 3P 4P

Value: 6,400

HHA Theme(s): Antique,

Quirky

Obtainable from: Timmy & Tommy (Spotlight item)



TOWER OF PISA

√1P2P3P4P

Value: 9,200 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)



COMPASS

√ 1P 2P 3P 4P

Value: 1,280

HHA Theme(s):
Sci-Fi

Obtainable from: Timmy & Tommy



BOX OF CHOCOLATES

✓ IP 2P 3P 4P Value: 20 medals

HHA Theme(s):

Obtainable from:

Island Gift Shop
(Club Tortimer members)

3

√1P 2P 3P 4P

Value: 1,980

HHA Theme(s):

Obtainable from: Camping NPC (tent)



MOUNTAIN BIKE

BACKPACK

VIP 2P 3P 4P

Value: 3,380 HHA Theme(s):

None

Obtainable from:



PROPANE STOVE





None

√ 1P 2P 3P 4P

Value: 1,470 HHA Theme(s):

Obtainable from: Camping NPC (tent)



BONFIRE

1P 2P 3P 4P

Value: 2,240 HHA Theme(s):

None

Obtainable from: Camping NPC (tent)



KAYAK

√ 1P 2P 3P 4P

Value: 3,460 HHA Theme(s):

None

Obtainable from: Camping NPC (tent)



TV WITH VCR

√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



LANTERN

√ 1P 2P 3P 4P

Value: 1,180 HHA Theme(s): None

Obtainable from: Timmy & Tommy



WIDE-SCREEN TV

√ 1P 2P 3P 4P

Value: 2,200 HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy



SLEEPING BAG



Value: 1,960 HHA Theme(s):

None

Obtainable from: Camping NPC (tent)



RETRO TV

√ 1P 2P 3P 4P

Value: 1,600 HHA Theme(s):

Antique

Obtainable from: Timmy & Tommy



CAMPFIRE

√ 1P 2P 3P 4P

Value: 1,360 HHA Theme(s):

None

Obtainable from: Camping NPC (igloo)



KITCHEN SINK

√ 1P 2P 3P 4P

Value: 2,400

HHA Theme(s): Sci-Fi Obtainable from: Timmy & Tommy



KITCHEN CORNER



HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy



TEA SET

√ 1P 2P 3P 4P

Value: 300 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



DELUXE RANGE



Value: 3,200 HHA Theme(s): Sci-Fi

& Tommy



SHAVED-ICE MAKER



Value: 1,200 HHA Theme(s):

None

Obtainable from: Timmy & Tommy





Value: 1,800 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy





REFRIGERATOR

RETRO FRIDGE



Value: 1.200 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



STOVE



Value: 1,980 HHA Theme(s): None

Obtainable from: Timmy & Tommy



√ 1P 2P 3P 4P

Value: 2,300 HHA Theme(s): Antique

Obtainable from: Timmy & Tommy



SINK



Value: 1,960 HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy



MICROWAVE



Value: 2.300 HHA Theme(s):

Sci-Fi







TOASTER



Value: 720 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



WAVE BREAKER

√ 1P 2P 3P 4P

Value: 1,760 HHA Theme(s): None

Obtainable from: Timmy & Tommy



MIXER



Value: 1,000 HHA Theme(s): None

Obtainable from: Timmy & Tommy



SURFBOARD

√ 1P 2P 3P 4P

Value: 1,400

HHA Theme(s): None Obtainable from: Camping NPC (tent)



CLOTHESLINE POLE



Value: 960 HHA Theme(s): None

Obtainable from: Timmy & Tommy



DIVER DAN

√ 1P 2P 3P 4P

Value: 3,200 HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy



DOGHOUSE



Value: 1,200 HHA Theme(s):





BEACH TABLE

√ 1P 2P 3P 4P

Value: 30 medals HHA Theme(s): None Obtainable from: Island Gift Shop (rare)



BEACH CHAIR



Value: 35 medals HHA Theme(s):

None Obtainable from:

Island Gift Shop (rare)



TREASURE CHEST



Value: 8.600

HHA Theme(s): Toy Shop



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LIFE RING



Value: 20 medals HHA Theme(s): None

Obtainable from: Island Gift Shop



SNOWBOARD



Value: 1,400 HHA Theme(s): None Obtainable from:

Snowman



SLEIGH



HHA Theme(s):

None
Obtainable from:

Snowtyke

SNOWMAN

√ 1P 2P 3P 4P

Value: 12,000 HHA Theme(s): Fairy Tale

Obtainable from: Snowboy



SUNFLOWER



Value: 980 HHA Theme(s):

Rustic

Obtainable from: Gardening Store (after TIY arrives)

√ IP 2P 3P 4P

Value: 680
HHA Theme(s):
Rustic

Obtainable from: Gardening Store (after TIY arrives)



GERBERA

DAFFODIL

√ IP 2P 3P 4P

Value: 780
HHA Theme(s):
Rustic

Obtainable from: Gardening Store (after TIY arrives)



TOILET

√ IP 2P 3P 4P

Value: 1,800 HHA Theme(s): None

Obtainable from:



SUPER TOILET

√ 1P 2P 3P 4P

Value: 1,980 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



MEN'S TOILET

√ 1P 2P 3P 4P

Value: 1,600

HHA Theme(s):

None







GAME SHELF



Value: 980 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



POTBELLY STOVE

√ 1P 2P 3P 4P

Value: 2,000

HHA Theme(s): None Obtainable from:

Timmy & Tommy



SAFE



Value: 758 HHA Theme(s):

Sci-Fi

Obtainable from: 20,000,000 Bells in savings account



SPACE HEATER



Value: 1,700 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy

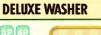


1P 2P 3P 4P

Value: 5,200 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy (Spotlight item)





FIREPLACE

V 1P 2P 3P 4P

Value: 2,200 HHA Theme(s):

None Obtainable from:

Timmy & Tommy



AUTOMATIC WASHER

√ 1P 2P 3P 4P

Value: 4,800 HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy



RADIATOR

√ 1P 2P 3P 4P

Value: 2,380 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



WASHER/DRYER



Value: 1,800 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



PHONOGRAPH

√ 1P 2P 3P 4P

Value: 1.840 HHA Theme(s): **Antique**



TURNTABLE



Value: 2,580 HHA Theme(s): Antique

Obtainable from: Timmy & Tommy



HIGH-END STEREO

1 IP 2P 3P 4P

Value: 2.750 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



REEL-TO-REEL



Value: 2,000 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



DICE STEREO



Value: 2,150 HHA Theme(s): Tov Shop, Trendy

Obtainable from: Timmy & Tommy



RETRO STEREO



Value: 5.500 HHA Theme(s): **Antique**

Obtainable from: Timmy & Tommy



TAPE DECK

√ 1P 2P 3P 4P

Value: 700 HHA Theme(s): None

Obtainable from: Timmy & Tommy



GOLD STEREO

√ 1P 2P 3P 4P

Value: 2,640 HHA Theme(s): Trendy

Obtainable from:

Timmy & Tommy



CD PLAYER

√ 1P 2P 3P 4P

Value: 1.600 HHA Theme(s): None

Obtainable from: Timmy & Tommy



HI-FI STEREO



Value: 5,400 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



CASSETTE PLAYER

√ 1P 2P 3P 4P

Value: 1,500

HHA Theme(s): None







ROUND CLOCK



Value: 960 HHA Theme(s): None

Obtainable from: Timmy & Tommy



OVAL CLOCK

√ 1P 2P 3P 4P

HHA Theme(s): None

Value: 800

Obtainable from: Timmy & Tommy



KITSCHY CLOCK



Value: 1,800

HHA Theme(s): None
Obtainable from: Timmy

& Tommy



OWL CLOCK

√ 1P 2P 3P 4P

Value: 1,300 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



ANTIQUE CLOCK



Value: 2.350

HHA Theme(s): Antique
Obtainable from: Timmy

& Tommy



ALARM CLOCK

√ 1P 2P 3P 4P

Value: 1.000

HHA Theme(s):

Obtainable from: Timmy & Tommy



CUBE CLOCK



Value: 1,100

HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



COMMON CHAIR

√ 1P 2P 3P 4P

Value: 800 HHA Theme(s):

Obtainable from: Timmy & Tommy

None



ODD CLOCK



Value: 1,800 HHA Theme(s):

Antique, Harmonious

Obtainable from: Timmy & Tommy



ROCKING CHAIR



Value: 1,400

HHA Theme(s): Rustic



GAS PUMP

√ 1P 2P 3P 4P

Value: 1,280 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



CANDY MACHINE

√ 1P 2P 3P 4P

Value: 980
HHA Theme(s):
Toy Shop

Obtainable from: Timmy & Tommy



EXTINGUISHER



Value: 1,300 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



SCARECROW



Value: 420
HHA Theme(s):
Harmonious

Obtainable from: Timmy & Tommy



FIRE HYDRANT

√ 1P 2P 3P 4P

Value: 960 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



BIRDCAGE

√ 1P 2P 3P 4P

Value: 1,700 HHA Theme(s): Fairy Tale, Rustic

Obtainable from: Timmy & Tommy



RACCOON FIGURINE

√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s):

Obtainable from: Timmy & Tommy



PHONE BOX

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s): None

Obtainable from: Timmy

& Tommy



BARBER'S POLE



Value: 1,600

HHA Theme(s): None
Obtainable from: Timmy

& Tommy



OUTDOOR BATH

√ IP 2P 3P 4P

Value: 4,900 HHA Theme(s): Harmonious







WHEAT FIELD



Value: 380 HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



CREAM SOFA

√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s): None

Obtainable from: Timmy & Tommy



COMPUTER



Value: 1,720 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



STORAGE CASE

√ 1P 2P 3P 4P

Value: 980 HHA Theme(s): None

Obtainable from: Timmy & Tommy



PINEAPPLE BED



Value: 1990

HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



CLOTHES CLOSET

√ 1P 2P 3P 4P

Value: 1,340

HHA Theme(s): None

Obtainable from: Timmy & Tommy



GLASS-TOP TABLE

√ 1P 2P 3P 4P

Value: 2,200 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



CLAW-FOOT TUB

√ IP 2P 3P 4P

Value: 1 280 HHA Theme(s):

Obtainable from: Timmy & Tommy

Fairy Tale



KOTATSU

√ 1P 2P 3P 4P

Value: 1,200 HHA Theme(s):

Harmonious

Obtainable from: Timmy & Tommy



SHOWER

√ 1P 2P 3P 4P

Value: 880

HHA Theme(s): Sci-Fi.

Trendy

Obtainable from: Timmy

& Tommy



MASSAGE CHAIR



Value: 2,400 HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy



TELESCOPE

√ 1P 2P 3P 4P

Value: 5,800 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmv & Tommv



VACUUM CLEANER



Value: 1,200 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



MOCHI PESTLE



Value: 1,400 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



BOTTLED SHIP



HHA Theme(s): Toy Shop

Obtainable from: Island Gift Shop

(Club Tortimer members)

OLD SEWING MACHINE



Value: 1,350 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



WATER BIRD



Value: 1,400 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



CARDBOARD BOX

√ 1P 2P 3P 4P

Value: 100 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



EXECUTIVE TOY



Value: 1,100 HHA Theme(s): Toy Shop, Trendy

Obtainable from: Timmy & Tommy



WOODEN BOX



Value: 200 HHA Theme(s):

None







FAN



Value: 1,200 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



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Value: 1,280 HHA Theme(s): Quirky

Obtainable from: Timmy & Tommy



MINI LAMP



Value: 1,280 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



DESK LIGHT



Value: 1,280 HHA Theme(s):

Sci-Fi

Obtainable from:
Timmy & Tommy



TABLE LAMP



Value: 640 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



THRONE

√ IP 2P 3P 4P

Value: 8,000 HHA Theme(s): Antique, Fairy Tale

Obtainable from: Timmy & Tommy (Spotlight item)



COMMON BED

√ 1P 2P 3P 4P

Value: 800 HHA Theme(s): None

Obtainable from:



JACK-IN-THE-BOX

√ 1P 2P 3P 4P

Value: 400 HHA Theme(s): Toy Shop Obtainable

from: Halloween (Neighbor trick)



KADOMATSU

√ 1P 2P 3P 4P

Value: 2,580 HHA Theme(s): Harmonious, Rustic

Obtainable from: DLC (JP)



KAGAMIMOCHI



Value: 1,800 HHA Theme(s):

Obtainable from:

Harmonious



HINANINGYO



Value: 2 560

HHA Theme(s): Fairy Tale, Harmonious,

Quirky

Obtainable from:

Timmy & Tommy (3/1 through 3/3)

LOVELY PHONE

/ IP 2P 3P 4P

Value: 10 400

HHA Theme(s): Fairy Tale

Obtainable from: Redd (Fireworks Show: flash ticket)



BIG FESTIVE TRFF



Value: 2.480

HHA Theme(s): Rustic

Toy Shop

Obtainable from: Timmy & Tommy (12/1

through 12/23)



BOX OF TISSUES

1P 2P 3P 4P

Value: 1,280 HHA Theme(s):

None

Obtainable from: 100 000 Bells in savings account



FESTIVE TREE



Value: 1300

HHA Theme(s): Rustic, Toy Shop

Obtainable from: Timmy & Tommy (12/1 through 12/23)



PIGGY BANK

√ IP 2P 3P 4P

Value: 4 480 HHA Theme(s): Harmonious

Obtainable from: 1.000,000 Bells in savinas account



FFSTIVE FLAG



Value: 680 HHA Theme(s):

None

Obtainable from: Timmy & Tommy (12/1 through 12/23)



ARD

1P 2P 3P 4P

Value: 1.000 HHA Theme(s):

None

Obtainable from:

100,000,000 Bells in savings account



FESTIVE CANDLE



Value: 1,600 HHA Theme(s):

None

Obtainable from: Timmy & Tommy (12/1 through 12/23)



ALUMINUM BRIEFCASE



Value: 1,200 HHA Theme(s):

Sci-Fi, Trendy Obtainable from: 5,000,000 Bells in

savings account









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RICE CAKE



Value: 1,200
HHA Theme(s):
Harmonious

Obtainable from: Girl's Day (Isabelle;

JP only)



PICNIC BASKET

√ IP 2P 3P 4P

Value: 1,960
HHA Theme(s):
None

Obtainable from: Labor Day (Isabelle; NA only)



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DANGO



Value: 3,552 HHA Theme(s):

Obtainable from: Tsukimi (Isabelle;

JP only)

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SAILBOAT MODEL

√ 1P 2P 3P 4P

Value: 500 HHA Theme(s): Toy Shop

Obtainable from: Explorer's Day (Isabelle; NA only)



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BAMBOO GRASS

√ IP 2P 3P 4P

Value: 3,080 HHA Theme(s): Harmonious

Obtainable from: Starcrossed Day (Isabelle; JP only)



WHEAT BUNDLE

√ 1P 2P 3P 4P

Value: 500
HHA Theme(s):
Rustic

Obtainable from: Autumn Moon (Isabelle: NA only)



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RESETTI MODEL

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s): Toy Shop

Obtainable from: Ground Hog's Day (Isabelle; NA only)



ESPRESSO MAKER

√ 1P 2P 3P 4P

Value: 500 HHA Theme(s):

Trendy

Obtainable from: Brewster (work at The Roost)



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COOL GLOBE

√ 1P 2P 3P 4P

Value: 4,800 HHA Theme(s): Antique, Sci-Fi

Obtainable

from: Nature Day (Isabelle; NA only)



STUFFED STOCKING



HHA Theme(s): Toy Shop

Value: 500

Obtainable from: Timmy & Tommy (12/1 through 12/23)



SNOW GLOBE



Value: 500 HHA Theme(s)

Fairy Tale

Obtainable from: Timmy & Tommy (12/1 The Roost 12/23)



VEGGIF BASKET



Value: 500 HHA Theme(s):

None

Obtainable from: Autumn Moon (Isabelle: EUR only)



YIIT BOARD



Value: 500 HHA Theme(s):

Harmonious Toy Shop

Obtainable from:

Lunar New Year's Day (Isabelle: KOR only)



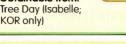
HIBISCUS



Value: 500

HHA Theme(s): Harmonious, Rustic

Obtainable from: Tree Day (Isabelle: KOR only)





BUREOM



Value: 1,200 HHA Theme(s):

Harmonious

Obtainable from:

Daeboreum (Isabelle: KOR only)



FESTIVE WREATH

/ IP 2P 3P 4P

Value: 1280 HHA Theme(s):

Toy Shop

Obtainable from: Jingle (Toy Day)



RROWN POT

VIP 2P 3P 4P

Value: 800 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



WHITE POT

1 1P 2P 3P 4P

Value: 1.200 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



0 **TAPESTRY**

1 1P 2P 3P 4P

Value: 800 HHA Theme(s):

Antique

Obtainable from: Gulliver (answer correctly)



TOP



Value: 2,000 HHA Theme(s):

Harmonious

Obtainable from: DLC (JP)









TOKONOMA



Value: 2,300 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



CARP BANNER



Value: 2.020 HHA Theme(s):

Harmonious

Obtainable from: Timmy & Tommy (5/1 through 5/5)



EGGPLANT COW



Value: 500

HHA Theme(s): Harmonious, Quirky

Obtainable from: Obon (Isabelle; JP only)



MORNING GLORY



Value: 1,600

HHA Theme(s): Rustic

Obtainable from: Gardening Store (after TIY arrives)



PILE OF LEAVES



Value: 400 HHA Theme(s):

Rustic

Obtainable from:

DLC (NA)



SAND CASTLE

V IP 2P 3P 4P

Value: 400 HHA Theme(s):

None

Obtainable from: DIC (NA)



SHOPPING CART

√ 1P 2P 3P 4P

Value: 3,980

HHA Theme(s):

Obtainable from:

DLC (NA)



0 **HAGOITA**

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s): Harmonious

Obtainable from:

DLC (JP)



BLOSSOM LANTERN

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy (3/1 through 3/3)



CUCUMBER HORSE

√ 1P 2P 3P 4P

Value: 400 HHA Theme(s):

Harmonious, Quirky Obtainable from:

Obon

(Isabelle; JP only)



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FEDORA CHAIR



Value: 3,200 HHA Theme(s):

Trendy

Obtainable from:

DLC (EU)



CUPID BENCH

√1P 2P 3P 4P

Value: 2,000 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



TTEOK PLATE

√ 1P 2P 3P 4P

HHA Theme(s):

Value: 320

Obtainable from: DLC (KOR)



AIR CONDITIONER

√ 1P 2P 3P 4P

Value: 2,500 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy (on the wall)



KIMBAP PLATE

√ 1P 2P 3P 4P

Value: 800
HHA Theme(s):
Harmonious

Obtainable from: DLC (KOR)



PENDULUM CLOCK

√ IP 2P 3P 4P

Value: 1,600 HHA Theme(s): Antique

Obtainable from: Timmy & Tommy (on the wall)



SHAVED-ICE LAMP

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s): Fairy Tale

Obtainable from: DLC (KOR)



LED DISPLAY

√ 1P 2P 3P 4P

Value: 3,000 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy (on the wall)



√ (P2P 3P 4P Value: 1,800

HHA Theme(s):

Obtainable from: Leif (Weeding Day;

Happy Generosity Award)



GOLD FISH TROPHY

√ 1P 2P 3P 4P

Value: 9,800

HHA Theme(s): None

Obtainable from: Fishing Tourney







SILVER FISH TROPHY



Value: 7,200 HHA Theme(s):

Obtainable from: Fishing Tourney



BRONZE FISH TROPHY



Value: 4,600 HHA Theme(s):

None

Obtainable from: Fishing Tourney



GOLD BUG TROPHY



Value: 9,800

HHA Theme(s): None

Obtainable from: Bug Off



SILVER BUG TROPHY



Value: 7,200 HHA Theme(s): None

Obtainable from:
Bug Off



BRONZE BUG TROPHY



Value: 4,600 HHA Theme(s):

None

Obtainable from:

Bug Off



MUSEUM MODEL

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s): Toy Shop

Obtainable from: Museum Shop (complete museum)



3 LETTER SET

√ 1P 2P 3P 4P

Value: 1,200

HHA Theme(s):

Obtainable from: 500,000 bells in savings account



NEW YEAR'S NOODLES

√ 1P 2P 3P 4P

Value: 3,500 HHA Theme(s): Harmonious

Obtainable from:



BELL KNICKKNACK

√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s): Harmonious

Obtainable from: Countdown (Isabelle; KOR only)



PIPE STOOL



Value: 1,000 HHA Theme(s): Sci-Fi





Value: 3,500 HHA Theme(s): Rustic

Obtainable from:



STEPLADDER

√ 1P 2P 3P 4P

Value: 1,200 HHA Theme(s): None

Obtainable from: Timmy & Tommy



PUMPKIN PIE



Value: 1,500 HHA Theme(s): Fairy Tale

Obtainable from: Harvest Festival



MICROSCOPE

√ IP 2P 3P 4P

Value: 1,600 HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy



TURKEY

√ 1P 2P 3P 4P

Value: 3,000 HHA Theme(s): None

Obtainable from: DLC (JP)



MOTH ORCHID

√ IP 2P 3P 4P

Value: 2,480
HHA Theme(s):
Rustic

Obtainable from: Gardening Store (after TIY arrives)





Value: 1680 HHA Theme(s): Fairy Tale

Obtainable from: DLC (JP)



TRICYCLE

√1P2P3P4P

Value: 1,120 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



LARGE BOOKSHELF



Value: 2,400 HHA Theme(s): None Obtainable from: Timmy & Tommy



SHOWER STALL



Value: 2,200

HHA Theme(s): Sci-Fi,

Trendy

Obtainable from: Timmy

& Tommy







MIC STAND



Value: 1,800 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



TATAMI BED



Value: 2,400 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



HARPSICHORD



Value: 1,800

HHA Theme(s): Antique

Obtainable from: Timmy & Tommy

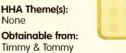


DIRECTOR'S CHAIR



Value: 1.480

None



THEREMIN



Value: 2,000 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



BUNK BED

√ 1P 2P 3P 4P

Value: 2.800 HHA Theme(s): None

Obtainable from: Timmy & Tommy



LOVELY DOLL

√ 1P 2P 3P 4P

Value: 2,400

HHA Theme(s): Fairy Tale, Harmonious,

Quirky

Obtainable from: Timmy & Tommy



VOLLEYBALL NET

1P 2P 3P 4P

Value: 1,800 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



PINK VELVET STOOL

√ 1P 2P 3P 4P

Value: 1,400 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



YULE LOG



Value: 1,000 HHA Theme(s):

Fairy Tale

Obtainable from: DLC (JP)



FANCY DOLL



Value: 1,400 HHA Theme(s): Fairy Tale, Quirky

Obtainable from: Timmy & Tommy



VINTAGE TELEPHONE

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s): Antique

Obtainable from: Timmy & Tommy



FRUIT BASKET



Value: 800 HHA Theme(s):

Obtainable from:



RECORD PLAYER



Value: 1,400 HHA Theme(s):

Obtainable from: Timmy & Tommy



POINSETTIA



Value: 1,200 HHA Theme(s):

Obtainable from: Gardening Store (after TIY arrives)

Rustic



SPINNING WHEEL

√ IP 2P 3P 4P

Value: 2,200 HHA Theme(s): Quirky, Rustic Obtainable from:

Timmy & Tommy



HOT PLATE



Value: 1,680 HHA Theme(s):

Obtainable from: Timmy & Tommy



POP-UP BOOK

√ IP 2P 3P 4P

Value: 1,000 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



SNOW BUNNY



HHA Theme(s): Fairy Tale, Harmonious

Obtainable from: Snowtyke

Value: 600



DRIP PAIL



Value: 800 HHA Theme(s): Quirky







OIL LAMP



Value: 680 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Timmy & Tommy



1P 2P 3P 4P

Value: 2,800 HHA Theme(s): Harmonious

Obtainable from: Camping NPC (igloo)



ELECTRIC KETTLE



Value: 1.280 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



LILY LAMP



Value: 2.800 HHA Theme(s): Antique, Fairy Tale

Obtainable from:

Leif

(Weeding Day; Happy Generosity Award)





Value: 600

HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace Inot on sale)





STANDING SPOTLIGHT



Value: 1,800

HHA Theme(s): Trendy Obtainable from: Timmy

& Tommy



CANDY JAR



Value: 2,200 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



SMALL SPOTLIGHT

√ 1P 2P 3P 4P

Value: 1,400 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy (on the wall)



HOLIDAY CANDLE



Value: 4.896 HHA Theme(s):

Toy Shop Obtainable from: Timmy & Tommy

(12/1 through 12/23)



STAINED-GLASS LAMP



Value: 2,400 HHA Theme(s):

Antique



CAMPFIRE COOKWARE



Value: 800 HHA Theme(s): None

Obtainable from: Camping NPC (tent)



HHA PENNANT

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s): None

Obtainable from: HHA (20,000 points)



SMALL IGLOO



Value: 600 HHA Theme(s): Harmonious

Obtainable from: Snowtyke



SILVER HHA PLAQUE



Value: 1,800 HHA Theme(s):

Obtainable from: HHA (50,000 points)



COLORFUL WHEEL



Value: 2,000 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



GOLD HHA PLAQUE



Value: 1,800 HHA Theme(s): None

Obtainable from: HHA (70,000 points)



VINTAGE CAMERA



Value: 1,800 HHA Theme(s): Antique

Obtainable from: Timmy & Tommy



SILVER HHA TROPHY

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s):

None

Obtainable from: HHA (90,000 points)



SMALL LED DISPLAY



Value: 2,500 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: 1immy & Tommy



GOLD HHA TROPHY

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s):

None

Obtainable from: HHA (100,000 points)





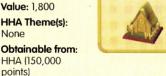


GOLD HOUSE MODEL



HHA Theme(s):

Obtainable from: HHA (150 000



LARGE MAGAZINE RACK

√ 1P 2P 3P 4P

Value: 2 200 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



CAT TOWER

V IP 2P 3P 4P

Value: 1 600

HHA Theme(s): None Obtainable from: DLC



TRIINK

1 1P 2P 3P 4P

Value: 1.000 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



DISHWASHER

√ 1P 2P 3P 4P

Value: 1980 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



MILK CAN

1 1P 2P 3P 4P

Value: 980

HHA Theme(s): None

Obtainable from: Timmy & Tommy



WOODEN STOOL

√ 1P 2P 3P 4P

Value: 1,000 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



COAT HANGER

1P 2P 3P 4P

Value: 1,100 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



CD SHELF



Value: 1,200

HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



LOTUS LAMP

√ 1P 2P 3P 4P

Value: 1,600 HHA Theme(s):

Harmonious, Rustic Obtainable from: Timmy & Tommy





SEWING MACHINE



Value: 1,480 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



KETTLE

√ IP 2P 3P 4P

HHA Theme(s):

Value: 800

Obtainable from: Timmy & Tommy



DOLLHOUSE



Value: 2,000 HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: Timmy & Tommy



HOMEWORK SET



Value: 680 HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy



SLUSHIE MACHINE

√ IP 2P 3P 4P

Value: 2,400 HHA Theme(s): None

Obtainable from:



SALAD BAR

√ 1P 2P 3P 4P

Value: 3,000 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



COMPUTER DESK



Value: 3,600 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



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ROPE PARTITION

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s):

Trendy

Obtainable from: Museum Shop (after 2F upgrade)



POTTY



Value: 1,200 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



WASHING MACHINE



Value: 2,800 HHA Theme(s):

Sci-Fi







AROMA POT



Value: 1,200 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



CLAY FURNACE

√ IP 2P 3P 4P

Value: 1,800 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



GAME-SHOW STAND



Value: 2,400 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



FLAT-SCREEN TV

√ 1P 2P 3P 4P

Value: 4,800 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



SODA CASE



Value: 1,800 HHA Theme(s):

None
Obtainable from:
Timmy & Tommy



BINGO WHEEL

√ IP 2P 3P 4P

Value: 2,400 HHA Theme(s): Toy Shop

Obtainable from:



DONUT STOOL

√ 1P 2P 3P 4P

Value: 1,600 HHA Theme(s):

Obtainable from:



EDITOR'S CHAIR

√ 1P 2P 3P 4P

Value: 5,600 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



STEAMED-BUN CASE



Value: 2,844

HHA Theme(s):
Harmonious

Obtainable from:

DLC (JP)



PAINTING SET



Value: 680 HHA Theme(s): Toy Shop



EDITOR'S DESK



Value: 5 200 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



RICE COOKER

1P 2P 3P 4P

Value: 2 000 HHA Theme(s) None

Obtainable from: Timmy & Tommy



REVOLVING SPICE RACK



Value: 800 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



STAR PROJECTOR

1P 2P 3P 4P

Value: 2 400 HHA Theme(s)

Sci-Fi

Obtainable from: Timmy & Tommy



BATHROOM SINK



Value: 1 200

HHA Theme(s): None Obtainable from: Timmy

& Tommy



CONVEYOR-BELT SUSHI

1P 2P 3P 4P

Value: 3 600 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



INCENSE BURNER



Value: 680 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



STAR GLOBE

√ IP 2P 3P 4P

Value: 2.400 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



SMALL MAGAZINE RACK



HHA Theme(s):

Obtainable from:



WHITEBOARD



Value: 1.800

HHA Theme(s): Sci-Fi







PFACOCK CHAIR



Value: 3 600 HHA Theme(s) None

Obtainable from: Timmy & Tommy



FFFFCTS RACK

1 1P 2P 3P 4P

Value: 2.800 HHA Theme(s) Sci-Fi

Obtainable from: Timmy & Tommy



WHIRLPOOL BATH



Value: 70 medals HHA Themels).

Sci-Fi, Trendy

Obtainable from: Island Gift Shop

(Club Tortimer members)



HUMIDIFIER

1 IP 2P 3P 4P

Value: 1 600 HHA Theme(s): Sci-Fi Trendy

Obtainable from: Timmy & Tommy



KITCHEN ISLAND



Value: 30 medals

HHA Theme(s) None

Obtainable from: Island Gift Shop (rare)



TIME CLOCK

1 IP 2P 3P 4P

Value: 1.800 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy

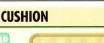


1P 2P 3P 4P

Value: 800

HHA Theme(s): None

Obtainable from: Timmy & Tommy





CRANE GAME

√ 1P 2P 3P 4P

Value: 1,680 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



SANSHIN



Value: 40 medals

HHA Theme(s): Harmonious

Obtainable from: Island Gift Shop (rare)



MUSIC STAND

√ 1P 2P 3P 4P

Value: 1.280 HHA Theme(s):

None



IRONING SET



Value: 1 400 HHA Theme(s): None

Obtainable from: Timmy & Tommy



LOOM

√ 1P 2P 3P 4P Value: 3 000

HHA Theme(s): None

Obtainable from: Timmy & Tommy



ROLLING SUITCASE



Value: 1,000 HHA Theme(s):

None

Obtainable from:

DLC

LAZY-SUSAN TABLE



Value: 2,400 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



√ 1P 2P 3P 4P

Value: 1,200 HHA Theme(s):

Rustic

Obtainable from: Gardening Store (after TIY arrives)

PLANTER



PICKLE JAR

√ 1P 2P 3P 4P

Value: 800

HHA Theme(s): None

Obtainable from: Timmy & Tommy



DENTIST'S CHAIR

√ 1P 2P 3P 4P

Value: 3,200

HHA Theme(s): Quirky,

Sci-Fi

Obtainable from: Timmy

& Tommy



TV CAMERA

√ IP 2P 3P 4P

Value: 5,600 HHA Theme(s): Sci-Fi. Trendy

Obtainable from: Timmy & Tommy



AMP



Value: 2.400 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy





Value: 2,844 HHA Theme(s): Harmonious

Obtainable from:

DLC (JP)







FREEZER



Value: 2,400 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



COPY MACHINE

√ 1P 2P 3P 4P

Value: 3,200 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy

CERAMIC HOT POT



Value: 1,000 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



DRUM SET

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s):

Trendy

Obtainable from:
Timmy & Tommy



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STEWPOT

√ 1P 2P 3P 4P

Value: 960
HHA Theme(s):
None

Obtainable from: Camping NPC (igloo)



SODA FOUNTAIN

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s): None

Obtainable from: Timmy & Tommy



LAPTOP

√ IP 2P 3P 4P

Value: 2,000 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



WATER COOLER

√ 1P 2P 3P 4P

Value: 2,200 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy



SERVER

√ 1P 2P 3P 4P

Value: 3,400

HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy



UPRIGHT VACUUM



Value: 1,800 HHA Theme(s):

Sci-F



MAKEUP CASE



Value: 1,200 HHA Theme(s): Fairy Tale





HOME-COMPUTER RACK

√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



POPCORN MACHINE



HHA Theme(s): Toy Shop
Obtainable from: Timmy

& Tommy

Value: 3,200



PIPE ORGAN

√ 1P 2P 3P 4P

Value: 3,600 HHA Theme(s): None Obtainable from: Timmy & Tommy



DJ'S TURNTABLE



Value: 3,600 HHA Theme(s):

Trendy

Obtainable from:
Timmy & Tommy



KARAOKE SYSTEM

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



FLASHY-FLOWER SIGN



Value: 1,200 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



SIMPLE KETTLE

√ 1P 2P 3P 4P

Value: 1,200

HHA Theme(s):

Obtainable from:

Obtainable trom: Timmy & Tommy



SOFT-SERVE LAMP



Value: 1,120
HHA Theme(s):
Fairy Tale

Obtainable from: Timmy & Tommy



DIGITAL-PHOTO FRAME

√ 1P 2P 3P 4P

Value: 1,200 HHA Theme(s):

Trendy

Obtainable from: Katie







POT RACK



Value: 980 HHA Theme(s):

None

Obtainable from: Timmy & Tommy (on

the wall)

Rustic



BLUE CERTIFICATE

√ IP 2P 3P 4P

Value: 960 HHA Theme(s):

None

Obtainable from: Timmy & Tommy

(on the wall)

HOSPITAL TV



Value: 1,000 HHA Theme(s):

None

Obtainable from:

Timmy & Tommy (on the wall)



WALL FLOWERPOT



Value: 800 HHA Theme(s):

Obtainable from: Timmy & Tommy (on the wall)



DISPLAY SHELF



Value: 1.200

HHA Theme(s): None

Obtainable from: Timmy & Tommy (on the wall)



CUCKOO CLOCK

V IP 2P 3P 4P

Value: 1.800

HHA Theme(s): Rustic

Obtainable from:

Timmy & Tommy (on the wall)



STAINED GLASS

√ IP 2P 3P 4P

Value: 1,200

HHA Theme(s): Fairy Tale

Timmy & Tommy

Obtainable from: (on the wall)



WALL FAN

1P 2P 3P 4P

Value: 1,680 HHA Theme(s):

None

Obtainable from: Timmy & Tommy

(on the wall)



SCHOOL SPEAKER



Value: 1,600 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy (on the wall)



MOBILE



Value: 1,200

HHA Theme(s): Toy

Shop

Obtainable from:

Timmy & Tommy (on the wall)



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BREAKER



Value: 800 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy (on the wall)



SURVEILLANCE CAMERA

√ 1P 2P 3P 4P

Value: 1.800 HHA Theme(s): Sci-Fi. Trendy

Obtainable from: Timmy & Tommy (on the wall)



YELLOW CERTIFICATE



Value: 960 HHA Theme(s):

None

Obtainable from: Timmy & Tommy (on the wall)



EXIT SIGN

1P 2P 3P 4P

Value: 1,600 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Timmy & Tommy (on the wall)



VENTILATION FAN



Value: 1.120 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy (on the wall)



WALL-MOUNTED SPEAKER

√ 1P 2P 3P 4P

Value: 1.600 HHA Theme(s): Sci-Fi. Trendy

Obtainable from: Timmy & Tommy (on the wall)



LIFE PRESERVER





SCONCE

√ 1P 2P 3P 4P

Value: 1 600 HHA Theme(s): Antique

Obtainable from:

Timmy & Tommy (on the wall)



FESTIVAL LANTERN



HHA Theme(s): Harmonious

Value: 900

Obtainable from: Timmy & Tommy





BATHROOM STALL



Value: 2.000 HHA Theme(s): None







PORTABLE TOILET



Value: 2,000 HHA Theme(s): None

Obtainable from: Timmy & Tommy



EXERCISE BIKE

√ IP 2P 3P 4P

Value: 2,400 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



ELDER MASK



Value: 1.600

HHA Theme(s): Antique,

Harmonious, Quirky

Obtainable from: Timmy & Tommy (on the wall)

BUTTERFLY MACHINE

√ 1P 2P 3P 4P

HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy

Value: 2.680



√ 1P 2P 3P 4P

Value: 1,600

HHA Theme(s): Antique,

Harmonious, Quirky

Obtainable from: Timmy & Tommy (on the wall)

OGRE MASK



LAT PULLDOWN MACHINE

√ 1P 2P 3P 4P

Value: 2,380 HHA Theme(s): Sci-Fi **Obtainable from: Timmy**

& Tommy



FEMALE MASK

√ IP 2P 3P 4P

Value: 1,600

HHA Theme(s): Antique,

Harmonious, Quirky

Obtainable from:

Timmy & Tommy (on the wall)

TREADMILL



Value: 2,400 HHA Theme(s):

Sci-Fi

Obtainable from:

Timmy & Tommy



RACCOON WALL CLOCK



Value: 1.600

HHA Theme(s): Toy Shop

Obtainable from:

DLC



BREAD BOX



Value: 800

HHA Theme(s):

None





CHAISE LOUNGE



Value: 2,480 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



HOURGLASS

√ IP 2P 3P 4P

Value: 480 HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy



CHOCOLATE FOUNTAIN



Value: 2,200 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



BOXED FIGURINE



Value: 1,200 HHA Theme(s): Toy Shop

Obtainable from: Redd (Fireworks Show; bang ticket)



BOX SOFA



HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



MINIATURE CAR

Value: 10,000 HHA Theme(s):

√ 1P 2P 3P 4P

Toy Shop

Obtainable from: Redd (Fireworks Show; sparkle ticket)



BOX CORNER SOFA



Value: 1,600 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



MINI CIRCUIT

√ 1P 2P 3P 4P

Value: 1,600 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



LUNCH TRAY



Value: 800 HHA Theme(s):

None Obtainable

Obtainable from: Timmy & Tommy



CAPSULE-TOY MACHINE



Value: 1,480

HHA Theme(s): Toy Shop







BILBOQUET

√ IP 2P 3P 4P

Value: 2 000 HHA Theme(s): Harmonious. Toy Shop

Obtainable from: Timmy & Tommy

1P 2P 3P 4P

Value: 2,400

HHA Theme(s): None

Obtainable from: Timmy & Tommy



FOOSBALL TABLE



Value: 1800 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



BEACON FIRE



Value: 1,000 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



SLIDE PUZZLE



Value: 800 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



CIRCLE BANNER



Value: 1.200 HHA Theme(s): Harmonious

Obtainable from: Timmy

& Tommy



EGG BASKET



Value: 800 HHA Theme(s):

None

Obtainable from: Zipper T. Bunny (Bunny Day)



GENERAL'S FAN

√ 1P 2P 3P 4P

Value: 1.600 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



PARTITION SCREEN



Value: 1.600 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



HEDGE STANDEE

√ 1P 2P 3P 4P

Value: 1,200 HHA Theme(s):

None



GRASS STANDEE



Value: 1,200 HHA Theme(s): None

Obtainable from: Timmy & Tommy



MOUNTAIN STANDEE



Value: 1.200 HHA Theme(s): None

Obtainable from: Timmy & Tommy



TREE STANDEE



Value: 1,200

HHA Theme(s): None Obtainable from: Timmy

& Tommy



CACAO TREE

√ 1P 2P 3P 4P

Value: 1,680 HHA Theme(s): Rustic Obtainable from:

Valentine's Day (letter

from mom)



DRINKING FOUNTAIN



Value: 2,000 HHA Theme(s):

Sci-Fi

Obtainable from: Timmy & Tommy



POTTED IVY

√ 1P 2P 3P 4P

Value: 800 HHA Theme(s): Rustic

Obtainable from:

Tmmy & Tommy (on the wall)



GENIE'S LAMP

√ 1P 2P 3P 4P

Value: 1.500 HHA Theme(s): Antique, Fairy Tale,

Quirky

Obtainable from: Timmy & Tommy



BOOMERANG

√ 1P 2P 3P 4P

Value: 1 200 HHA Theme(s): None

Obtainable from: Timmy & Tommy (on the wall)



NEON SIGN

√ IP 2P 3P 4P

Value: 2.400 HHA Theme(s): Tov Shop

Obtainable from: Timmy & Tommy



ROOSTER OF BARCELOS



Value: 1.200 HHA Theme(s):

Toy Shop

Obtainable from:

Gulliver

(answer correctly)







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DALA HORSE

√ 1P 2P 3P 4P

Value: 1,200 HHA Theme(s): Rustic, Toy Shop

Obtainable from:

Gulliver

(answer correctly)



RED-TASSELED LANTERN

√ 1P 2P 3P 4P Value: 2,400

HHA Theme(s): Harmonious

Obtainable from:

Gulliver

(answer correctly)



DREAM CATCHER



Value: 1,600

HHA Theme(s): Tov

Shop

Obtainable from:

Gulliver

(answer correctly)



HULA DOLL



Value: 1,800

HHA Theme(s): Fairy Tale, Quirky

Obtainable from:

Gulliver

(answer correctly)



SKELETON FIGURINE



Value: 1,680 HHA Theme(s):

Quirky, Toy Shop Obtainable from:

Gulliver

(answer correctly)



MOAI STATUE

1P 2P 3P 4P

Value: 7,600

HHA Theme(s): Quirky

Obtainable from:

Gulliver (answer correctly)



POST-OFFICE POSTER

√ 1P 2P 3P 4P

Value: 400 HHA Theme(s):

None

savings account

Obtainable from: 10.000.000 Bells in



TRIBAL MASK

√ 1P 2P 3P 4P

Value: 4,400

HHA Theme(s): Antique,

Quirky

Obtainable from:

Gulliver

(answer correctly)





SHAMROCK CLOCK



Value: 1,800 HHA Theme(s):

Rustic

Obtainable from:

Gulliver

(answer correctly)





MERLION



Value: 9,200

HHA Theme(s): Harmonious

Obtainable from:

Gulliver

(answer correctly)



PAGODA



Value: 5 120 HHA Theme(s): Harmonious

Obtainable from:

Gulliver

(answer correctly)



SAMGYETANG



Value: 1,200 HHA Theme(s): Harmonious

Obtainable from:

Gulliver (answer correctly)



MERMAID STATUE



Value: 7.600 HHA Theme(s):

None

Obtainable from: Gulliver

(answer correctly)



EIFFEL TOWER



Value: 4.000 HHA Theme(s): Tov Shop

Obtainable from: Gulliver (answer correctly



MOUTH OF TRUTH



Value: 7,600

HHA Theme(s): Quirky Obtainable from:

Gulliver

(answer correctly)



MARSHMALLOW CHAIR



Value: 1,200 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



MANNEKEN PIS



Value: 5,200 HHA Theme(s):

None

Obtainable from: Gulliver

(answer correctly)



MATRYOSHKA



Value: 3.920 HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from:

Gulliver

(answer correctly)



CARDBOARD TABLE

√ 1P 2P 3P 4P

Value: 960 HHA Theme(s): Quirky

Obtainable from:

Re-Tail (flea market)

or Police Station (lost and found)

CARDBOARD CHAIR



Value: 800 HHA Theme(s):

Quirky

Obtainable from: Re-Tail (flea market)

or Police Station (lost and found)







8 CARDBOARD SOFA



Value: 960 HHA Theme(s):

Quirky

Obtainable from: Re-Tail (flea market)

or Police Station (lost and found)



CARDBOARD CLOSET



Value: 920 HHA Theme(s):

Quirky

Obtainable from: Re-Tail (flea market)

or Police Station (lost and found)



CARDBOARD BED



Value: 1,000 HHA Theme(s):

Quirky

Obtainable from: Re-Tail (flea market)

or Police Station (lost and found)

ZODIAC RAT



Value: 480 HHA Theme(s): Harmonious

Obtainable from: New Year's (Isabelle)



ZODIAC OX



Value: 480

HHA Theme(s): Harmonious

Obtainable from: New Year's (Isabelle)



ZODIAC TIGER

1P 2P 3P 4P

HHA Theme(s): Harmonious

Value: 480

Obtainable from:

New Year's (Isabelle)

ZODIAC RABBIT

√ 1P 2P 3P 4P

Value: 480 HHA Theme(s): Harmonious

Obtainable from: New Year's (Isabelle)



ZODIAC DRAGON

V IP 2P 3P 4P

Value: 480 HHA Theme(s): Harmonious

Obtainable from: New Year's (Isabelle)

ZODIAC SNAKE

√ 1P 2P 3P 4P

Value: 480 HHA Theme(s): Harmonious

Obtainable from: New Year's (Isabelle)



ZODIAC HORSE

√ IP 2P 3P AP

Value: 480 HHA Theme(s): Harmonious

Obtainable from: New Year's (Isabelle)



ZODIAC GOAT





Value: 480 HHA Theme(s): Harmonious

Obtainable from: New Year's (Isabelle)



ZODIAC MONKEY



Value: 480 HHA Theme(s): Harmonious

Obtainable from: New Year's (Isahelle)



ZODIAC ROOSTER



Value: 480 HHA Theme(s): Harmonious

Obtainable from: New Year's (Isabelle)



ZODIAC DOG



Value: 480 HHA Theme(s):

Harmonious Obtainable from: New Year's (Isabelle)



ZODIAC BOAR



Value: 480 HHA Theme(s): Harmonious

Obtainable from: New Year's (Isabelle)



WALL-MOUNTED MONITOR



Value: 3 800 HHA Theme(s): Sci-Fi. Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)



HOLOGRAM MACHINE



Value: 3 600 HHA Theme(s): Sci-Fi.

Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)



SPACE CAPTAIN'S SEAT



Value: 3,680 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)



CREW MEMBER'S SEAT

√ 1P 2P 3P 4P

Value: 2.800 HHA Theme(s): Sci-Fi. Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)



SPACE CONSOLE



Value: 3,000

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)







LARGE SPACE CONSOLE



Value: 3,200 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)



CHOCOLATE CAKE

√ 1P 2P 3P 4P

Value: 600

HHA Theme(s): Fairy Tale

Obtainable from: Valentine's Day (Letter from Isabelle)



SMALL SPACE CONSOLE



Value: 2.680 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)



CREAM AND SUGAR

√ 1P 2P 3P 4P

Value: 1,000 HHA Theme(s): Fairy

Tale

Obtainable from:

Brewster (work at The Roost)



CAPTAIN'S MONITOR

√ IP 2P 3P 4P

Value: 2,800 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)

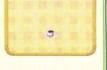


√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s):

None

Obtainable from: Brewster (work at The Roost)



CREW'S MONITOR

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from:

Timmy & Tommy (Spotlight item)



DESSERT CASE

COFFEE CUP

√ 1P 2P 3P 4P

Value: 3,200 HHA Theme(s): Fairy

Tale

Obtainable from: Timmy & Tommy



SPHERICAL RADAR



Value: 3,000

HHA Theme(s): Sci-Fi.

Toy Shop

Obtainable from: Timmy & Tommy (Spotlight item)



COFFEE GRINDER

√ 1P 2P 3P 4P

Value: 1.600 HHA Theme(s): Trendy

Obtainable from:

Brewster (work at The Roost)



BIRTHDAY TABLE



Value: 1,200
HHA Theme(s):
Fairy Tale

Obtainable from:

Birthday (friendship

level at maximum with the 3 neighbors)



SNOWMAN MATRYOSHKA



Value: 8,000 HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: Snowtyke



BIRTHDAY CANDLES



Value: 1,200 HHA Theme(s): Fairy Tale

Obtainable from: Birthday (friendship

level at maximum with the 3 neighbors)

TEN BILLION BARREL

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Redd (Fireworks Show; whiz ticket)



BIRTHDAY SIGN



Value: 1,200 HHA Theme(s): Fairy Tale

Fairy Tale

Obtainable from:

Birthday (friendship level at maximum with the 3 neighbors)

(*)

CURLING STONE



Value: 1,600 HHA Theme(s):

Snowman

Obtainable from:



BIRTHDAY CAKE



HHA Theme(s): Fairy Tale

Obtainable from: Birthday (friendship

level is good with the 3 neighbors)

PEPPER MILL



Value: 800 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



LIFT CHAIR

√ 1P 2P 3P 4P

Value: 4,800 HHA Theme(s):

None

Obtainable from:



SKETCHBOOK



Value: 960 HHA Theme(s): None

Obtainable from:

Katie







0 **TOY CAMERA**



Value: 960

HHA Theme(s): Toy Shop, Trendy

Obtainable from:

Katie



SLALOM GATE

√ 1P 2P 3P 4P

Value: 2,400 HHA Theme(s):

None

Obtainable from:

Snowman



KINDERDIJK WINDMILL



Value: 1.200 HHA Theme(s): Toy Shop

Obtainable from:

Gulliver

(answer correctly)



CAMP STOVE

√ 1P 2P 3P 4P Value: 1,200

HHA Theme(s): None

Obtainable from: Camping NPC (igloo)



TUK-TUK



Value: 1,200 HHA Theme(s):

Harmonious Obtainable from:

Gulliver (answer correctly)



SKI RACK

√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s): None

Obtainable from: Snowman



WORLD MAP



Value: 1,200 HHA Theme(s):

Obtainable from:

None Katie



SITAR

√ 1P 2P 3P 4P

Value: 1,200 HHA Theme(s): Harmonious

Obtainable from:

Gulliver (answer correctly)



BOBSLED



Value: 4,800 HHA Theme(s):

None

Obtainable from:

Snowman



AYERS ROCK



Value: 1,200 HHA Theme(s):

None

Obtainable from: Gulliver

(answer correctly)



SMOKER



Value: 3.000 HHA Theme(s):

None

Obtainable from: Campina NPC (ialoo)





SNOW MACHINE

1 1P 2P 3P 4P

Value: 5.600 HHA Theme(s): None

Obtainable from: Snowman



SEE SE

GAUDÍ'S LIZARD



HHA Theme(s): Trendy

Obtainable from:

Gulliver (answer correctly)



TWELVE-GRAPE PLATE



Value: 480 HHA Theme(s):

None

Obtainable from: Countdown

(Isabelle: NA and EU Spanish)





Value: 1,200 HHA Theme(s):

Harmonious Obtainable from:

Tsukimi (Isabelle; KOR only)





SEA GLOBE



Value: 20 medals

HHA Theme(s):

Island Gift Shop

Rustic Obtainable from: (Club Tortimer members)

BAGPIPES



HHA Theme(s):

None

Obtainable from: Gulliver

(answer correctly)

NIITCRACKER



Value: 1.200 HHA Theme(s):

Fairy Tale, Quirky, Toy Shop

Obtainable from:

Gulliver (answer correctly)





BIG BEN



HHA Theme(s):

None

Obtainable from:

Gulliver (answer correctly)



HOLIDAY STOCKING



Value: 800

HHA Theme(s): Toy

Shop



Naughty or Nice Day

(EU only)







(3)

BERLINER

√ 1P 2P 3P 4P

Value: 960 HHA Theme(s): Fairy Tale

Obtainable from:

Countdown

(Isabelle; German only)



√ 1P 2P 3P 4P

Value: 1,800 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



SNOWMOBILE



Value: 3,600 HHA Theme(s):

None Obtainable from:



Value: 1,480 HHA Theme(s):

√ 1P 2P 3P 4P

Fairy Tale Obtainable from: Timmy & Tommy

Snowman

LOVE TESTER



Value: 1.024 HHA Theme(s):

Sci-Fi, Toy Shop Obtainable from:

Redd

(Fireworks Show; pow ticket)

PATCHWORK TABLE

PATCHWORK LAMP



Value: 2,000 HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy





Value: 1,200 HHA Theme(s): None

Obtainable from:

Gulliver

(answer correctly)

STATUE OF LIBERTY



0

√ 1P 2P 3P 4P

Value: 1,800

HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



PATCHWORK CHAIR



Value: 1,600

HHA Theme(s): Fairy Tale

Obtainable from: Timmy & Tommy



GENERAL'S STOOL



HHA Theme(s): Harmonious



SHOGI PIECE



Value: 1.200 HHA Theme(s): Harmonious, Toy

Shop

Obtainable from: Timmy & Tommy

TILLIP DRESSER

1 1P 2P 3P 4P

Value: 2,200 HHA Theme(s):

Fairy Tale, Rustic Obtainable from:

(Weeding Day: Happy Generosity Award)



REVERSI PIECE



Value: 1 200 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



VIOLET SCREEN



Value: 2,380 HHA Theme(s): Fairy Tale, Rustic

Obtainable from:

Leif

(Weeding Day; The Town Cleanup Prize)



LILY RECORD PLAYER



HHA Theme(s): Fairy Tale, Rustic

Obtainable from: Leif

(Weeding Day; The Town Cleanup Prize)



ROSE SOFA

√ 1P 2P 3P 4P Value: 2,400

HHA Theme(s): Fairy Tale, Rustic

Obtainable from:

Leif

(Weeding Day: The Town Cleanup Prize)



SUNFLOWER STEREO



Value: 2,480 HHA Theme(s):

Fairy Tale, Rustic

Obtainable from:

Leif

(Weeding Day; Happy Generosity Award)

HYDRANGEA BED



Value: 2,480 HHA Theme(s):

Fairy Tale, Rustic Obtainable from:

(Weeding Day: Happy Generosity Award)

AZALEA STOOL

√ 1P 2P 3P 4P

Value: 2,200 HHA Theme(s):

Fairy Tale, Rustic Obtainable from:

Leif

(Weeding Day; Happy Generosity Award)

PANSY TABLE



Value: 2.400 HHA Theme(s):

Fairy Tale, Rustic

Obtainable from:

Leif

(Weeding Day; Happy Generosity Award)















COSMOS FAN



HHA Theme(s): Fairy Tale, Rustic



(Weeding Day; The Town Cleanup Prize)

GIRAFFE RULER

√ 1P 2P 3P 4P

Value: 1,600

(on the wall)

HHA Theme(s): None Obtainable from: Timmy & Tommy



HIBISCUS CLOCK



Value: 2,200 HHA Theme(s): Fairy Tale, Rustic Obtainable from:



Leif (Weeding Day; Happy Generosity Award)

OH OH

ULTRA HAND



Value: 1.024 HHA Theme(s): Sci-Fi, Toy Shop



(Fireworks Show: crackle ticket)

√ 1P 2P 3P 4P

Value: 1,024 HHA Theme(s):



VINTAGE RADIO



HHA Theme(s): Antique

Obtainable from: Timmy & Tommy (Spotlight item)



ZERO LAMP

√ 1P 2P 3P 4P

Value: 10,000 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy (spotlight item)



ULTRA SCOPE

Sci-Fi, Toy Shop

Redd

(Fireworks Show; kaboom ticket)

ONE LAMP

√ 1P 2P 3P 4P

Value: 1.000 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy (spotlight item)



ULTRA MACHINE



HHA Theme(s): Sci-Fi, Toy Shop



Redd

(Fireworks Show; pop ticket)

TWO LAMP



Value: 2,000 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy (spotlight item)



THREE LAMP



Value: 3,000

HHA Theme(s):

Obtainable from: Timmy & Tommy (spotlight item)



EIGHT LAMP



HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy (spotlight item)



FOUR LAMP



Value: 4,000

HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy (spotlight item)



NINE LAMP



Value: 9,000 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy (spotlight item)



FIVE LAMP



Value: 5,500 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy (spotlight item)



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ARIES ROCKING CHAIR



Value: 4,800

HHA Theme(s):

Obtainable from: DLC (JP)



SIX LAMP



Value: 6,000

HHA Theme(s):
Trendy

Obtainable from: Timmy & Tommy (spotlight item)



0

TAURUS BATHTUB

√ 1P 2P 3P 4P

Value: 4,800 HHA Theme(s):

None

Obtainable from:

DLC (JP)



SEVEN LAMP



Value: 7,000

HHA Theme(s):

Obtainable from: Timmy & Tommy (spotlight item)



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GEMINI CLOSET

√ P 2P 3P 4P Value: 4,800

HHA Theme(s):

Obtainable from:







CANCER TARIF



Value: 4,800 HHA Theme(s):

None

Obtainable from:

DLC (JP)



SAGITTARIUS ARROW

√ 1P 2P 3P 4P

Value: 4,800 HHA Theme(s): Quirky

Obtainable from:

DLC (IP)



← LEO SCULPTURE

√ 1P 2P 3P 4P

Value: 4,800 HHA Theme(s):

Quirky

Obtainable from:

DLC (JP)



CAPRICORN ORNAMENT

√ 1P 2P 3P 4P

Value: 4,800 HHA Theme(s):

None
Obtainable from:

DLC (JP)



VIRGO HARP

√ 1P 2P 3P 4P

Value: 4,800 HHA Theme(s):

None
Obtainable from:

DLC (JP)



AQUARIUS URN

√ 1P 2P 3P 4P

Value: 4,800

HHA Theme(s):

Obtainable from:

33 LIBRA SCALE

√ 1P 2P 3P 4P

Value: 4,800 HHA Theme(s):

None
Obtainable from:
DLC (JP)



PISCES LAMP

√ 1P 2P 3P 4P

Value: 4,800

HHA Theme(s):

DLC (JP)

Obtainable from:

DLC (JP)



SCORPIO LAMP

√ 1P 2P 3P 4P

Value: 4,800 HHA Theme(s):

Quirky

Obtainable from:

DLC (JP)



SUNRISE LAMP

√ 1P 2P 3P 4P

Value: 4,040 HHA Theme(s):

None

Obtainable from:

DLC (JP)



AURORA SCREEN



Value: 4.080 HHA Theme(s): Sci-Fi

Obtainable from:

DLC (JP)



SPROUT TABLE

√ 1P 2P 3P 4P

Value: 4,120 HHA Theme(s):

Obtainable from:

DLC (JP)

Rustic



PALM-TREE LAMP

√ 1P 2P 3P 4P

Value: 4,280

HHA Theme(s): Rustic Obtainable from: DLC

(IP)



FIREWORKS TABLE



Value: 4,320

HHA Theme(s): None

Obtainable from:

DLC (JP)



CHERRY-BLOSSOM CLOCK

√ 1P 2P 3P 4P

Value: 4,160 HHA Theme(s):

Rustic

Obtainable from: DLC (JP)



FULL-MOON VANITY

√ 1P 2P 3P 4P

Value: 4,360 HHA Theme(s):

None

Obtainable from: DLC (JP)

LEAF BED

√ IP 2P 3P 4P

Value: 4,200 HHA Theme(s): Rustic

Obtainable from: DLC (JP)

RICE-PLANT BED

√ 1P 2P 3P 4P

Value: 4,400 HHA Theme(s):

Rustic Obtainable from:



DLC (JP)

RAINBOW SCREEN



Value: 4,240 HHA Theme(s):

Sci-Fi

Obtainable from:

DLC (JP)



AUTUMN-LEAF CHAIR

√ 1P 2P 3P 4P

Value: 4,440

HHA Theme(s): Rustic

Obtainable from: DLC (JP)







TREE-STUMP CHAIR



Value: 4,480 HHA Theme(s):

Obtainable from:



√ IP 2P 3P 4P

Value: 2,844
HHA Theme(s):
Toy Shop

Obtainable from:

DLC (JP)



CORKBOARD



Value: 1,600 HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Timmy & Tommy (on the wall)



24-HOUR-SHOP ABD

√1P2P3P4P

Value: 2,844

HHA Theme(s): None
Obtainable from: DLC (IP)



KITCHEN SCALE

√ 1P 2P 3P 4P

Value: 1,200 HHA Theme(s): Sci-Fi

Obtainable from: Timmy & Tommy



SOFT-DRINK DISPLAY

√ IP 2P 3P 4P

Value: 2,844
HHA Theme(s):

Obtainable from:

DLC (JP)



SUSHI PLATTER



Value: 1,680 HHA Theme(s):

Obtainable from: Timmy & Tommy



SANDWICH DISPLAY

√ 1P 2P 3P 4P

Value: 2,844

HHA Theme(s): None
Obtainable from: DLC

(JP)



KOKESHI DOLL



Value: 800

HHA Theme(s): Harmonious, Quirky,

Toy Shop

Obtainable from: Timmy & Tommy



24-HOUR-SHOP SIGN

√ 1P 2P 3P 4P

Value: 2,844 HHA Theme(s):

None

Obtainable from: DLC (JP)



24-HOUR-SHOP COUNTER



Value: 2,844 HHA Theme(s):

Obtainable from:

DLC (JP)

None



√ 1P 2P 3P 4P

Value: 23,760 HHA Theme(s): Trendy

Obtainable from:



BARBECUE BED

√ 1P 2P 3P 4P

Value: 2,844 HHA Theme(s):

None

Obtainable from: DLC (JP)



PENCIL SCREEN

√ 1P 2P 3P 4P

Value: 23,760
HHA Theme(s):
Trendy

Obtainable from:

DLC (JP)



NOTEBOOK WARDROBE

√1P 2P 3P 4P

Value: 23,760 HHA Theme(s): Trendy

Obtainable from:

DLC (JP)

STICKER TAPE LINER

√ 1P 2P 3P 4P

Value: 23,760 HHA Theme(s):

Trendy

Obtainable from: DLC (JP)



ERASER SOFA

√ (P) (P)

HHA Theme(s):

Obtainable from:

DLC (JP)



SET SQUARE TABLE

√ 1P 2P 3P 4P

Value: 23,760 HHA Theme(s):

Trendy

Obtainable from: DLC (JP)









Wallpaper

PASTEL-DOT WALL



Value: 1,480 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



MOD WALL

√ 1P 2P 3P 4P

Value: 1,200 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



PARLOR WALL



Value: 1,120
HHA Theme(s):
Fairy Tale, Rustic

Obtainable from: Timmy & Tommy



KITSCHY WALL



Value: 1,240
HHA Theme(s):
Trendy

Obtainable from: Timmy & Tommy



GROOVY WALL



Value: 1,280 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



BLUE-TRIM WALL

√ IP 2P 3P 4P

Value: 1,420 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



BACKGAMMON WALL

√ 1P 2P 3P 4P

Value: 7,200 HHA Theme(s):

Toy Shop

Obtainable from:

Saharah



PLASTER WALL

√ 1P 2P 3P 4P

Value: 880
HHA Theme(s):
Harmonious

Obtainable from: Timmy & Tommy



MOSAIC WALL



Value: 2,100

HHA Theme(s): Antique

Obtainable from: Timmy & Tommy



CHIC WALL



Value: 1.960

HHA Theme(s): Antique



ORNATE WALL



Value: 1 580 HHA Theme(s): Fairy Tale Rustic





GOLD SCREEN WALL

/ IP 2P 3P 4P

Value: 2 180 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



CITRUS WALL



Value: 1 120 HHA Theme(s):

Rustic Obtainable from: Timmy & Tommy



TEAROOM WALL

1 1P 2P 3P 4P

Value: 1.750 HHA Theme(s): Harmonious Quirky

Obtainable from: Timmy & Tommy



ROSE WALL

1P 2P 3P 4P

Value: 2,240 HHA Theme(s): Fairy Tale, Rustic

Obtainable from: Timmy & Tommy



MODERN SCREEN

1 1P 2P 3P 4P

Value: 1.150

HHA Theme(s): Harmonious, Rustic,

Trendy

Obtainable from: Timmy & Tommy



OLD BRICK WALL



Value: 1 200 HHA Theme(s): Quirky

Obtainable from: Timmy & Tommy



GARDEN WALL

/ IP 2P 3P 4P

Value: 6.400

HHA Theme(s): Harmonious, Quirky,

Rustic

Obtainable from: Saharah



SHOJI SCREEN

√ IP 2P 3P 4P

Value: 7,500 HHA Theme(s): Harmonious

Obtainable from:

Saharah



MORTAR WALL

√ IP 2P 3P 4P

Value: 7.000 HHA Theme(s): Harmonious

Obtainable from:

Saharah







STONE WALL



Value: 800 HHA Theme(s): Quirky

Obtainable from: Timmy & Tommy



FLORAL WALL

1 P 2P 3P 4P

Value: 2 250 HHA Theme(s): None

Obtainable from: Timmy & Tommy



CONCRETE WALL



Value: 6.400

HHA Theme(s): Quirky, Sci-Fi, Trendy

Obtainable from: Saharah



KITCHEN WALL



Value: 1.120 HHA Theme(s): None

Obtainable from: Timmy & Tommy



BASEMENT WALL



Value: 7.500

HHA Theme(s): Quirky

Obtainable from: Saharah



MUSIC-ROOM WALL

√ IP 2P 3P 4P

Value: 6.400 HHA Theme(s): None

Obtainable from: Saharah



SHANTY WALL

√ 1P 2P 3P 4P

Value: 800 HHA Theme(s):

Quirky Obtainable from: Timmy & Tommy



None

Obtainable from: Timmy & Tommy



WOOD PANELING

√ 1P 2P 3P 4P

Value: 1,320 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



OFFICE WALL



Value: 7.000 HHA Theme(s):

Trendy Obtainable from: Saharah



PLAZA WALL



Value: 1,960 HHA Theme(s):

Antique

Obtainable from: Timmy & Tommy



BAMBOO WALL

√ 1P 2P 3P 4P

Value: 1,150 HHA Theme(s): Harmonious, Rustic

Obtainable from: Timmy & Tommy



LATTICE WALL



Value: 1,780

HHA Theme(s):
Harmonious

Obtainable from: Timmy & Tommy



IVY WALL

√ 1P 2P 3P 4P

Value: 1,250
HHA Theme(s):
Quirky. Rustic

Obtainable from: Timmy & Tommy



STATELY WALL

1 P 2 P 3 P 4 P

Value: 2,450 HHA Theme(s): Antique

Obtainable from: Timmy & Tommy



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ANCIENT WALL

√IP 2P 3P 4P

Value: 9,200 HHA Theme(s): Antique, Quirky

Obtainable from: Saharah



IMPERIAL WALL

√ 1P 2P 3P 4P

Value: 2,660 HHA Theme(s):

Antique, Harmonious

Obtainable from: Timmy & Tommy



EXQUISITE WALL

√ 1P 2P 3P 4P

Value: 1,470 HHA Theme(s): Antique,

Antique, Harmonious

Obtainable from: Timmy & Tommy

ARCHED WINDOW



Value: 2,150 HHA Theme(s): Antique

Obtainable from: Timmy & Tommy



TENT WALL

√ IP 2P 3P 4P

Value: 1,480 HHA Theme(s):

HHA Theme(s): Antique







INDUSTRIAL WALL



Value: 1.800 HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Timmy & Tommy



DESERT VISTA

√ 1P 2P 3P 4P

Value: 9,000 HHA Theme(s): None

Obtainable from: Saharah



LIBRARY WALL



Value: 1,680 HHA Theme(s): Quirky

Obtainable from: Timmy & Tommy



CHAIN-LINK FENCE

1P 2P 3P 4P

Value: 6,400 HHA Theme(s):

None

Obtainable from: Saharah



ILLUSION WALL



Value: 1360 HHA Theme(s): Toy Shop, Trendy

Obtainable from: Timmy & Tommy



TREE-LINED WALL

Value: 7,400 **HHA Theme(s):** Rustic

Obtainable from: Saharah



MEADOW VISTA

1P 2P 3P 4P

Value: 8,000 HHA Theme(s):

Obtainable from:

Saharah

Rustic



SKY WALL

1P 2P 3P 4P

Value: 1,200 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



TROPICAL VISTA



Value: 100 medals

HHA Theme(s): None

Obtainable from: Island Gift Shop

(rare)



CITYSCAPE WALL

1P 2P 3P 4P

Value: 1,600 HHA Theme(s):

323

DIRT-CLOD WALL



Value: 800 HHA Theme(s): Quirky

Obtainable from: Timmy & Tommy



COMMON WALL



Value: 1,240 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



CREEPY WALL



Value: 2,000 HHA Theme(s):

Quirky Obtainable from: Jack (Halloween)



RAMSHACKLE WALL

√ 1P 2P 3P 4P

Value: 1,200 HHA Theme(s): Quirky

Obtainable from: Timmy & Tommy



SPORTY WALL



Value: 2,000 HHA Theme(s):

None

Obtainable from:

Saharah



JUNGLE WALL

J IP 2P 3P 4P

Value: 1,600 HHA Theme(s): Rustic

Obtainable from: Museum Shop

(complete the insects exhibit)



UNDERWATER WALL

1 1P 2P 3P 4P

Value: 1,600 HHA Theme(s):

None

Obtainable from:

Museum Shop

(complete the fish and deep-sea exhibit)



DIG-SITE WALL

1P 2P 3P 4P

Value: 1,600 HHA Theme(s):

None

Obtainable from: Museum Shop (complete the fossil exhibit)



PAINTBALL WALL

1P 2P 3P 4P

Value: 1,600 HHA Theme(s): Toy Shop

Obtainable from:

Museum Shop

(complete the art exhibit)







MARINE POP WALL



HHA Theme(s): Toy Shop

Value: 1.640

Obtainable from: Fishing Tourney



CHEESE WALL

√ 1P 2P 3P 4P

Value: 1,360 HHA Theme(s): None

Obtainable from: Timmy & Tommy



SCI-FI WALL

√ 1P 2P 3P 4P

Value: 6,000 HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Saharah



RED TILE WALL



Value: 1,680 HHA Theme(s):

Trendy

Obtainable from: Timmy & Tommy



BUTTERFLY WALL

√ 1P 2P 3P 4P

Value: 1,480 HHA Theme(s): Toy Shop

Obtainable from: Timmy & Tommy



MAZE WALL

√ 1P 2P 3P 4P

Value: 1,480 HHA Theme(s): Sci-Fi, Toy Shop,

Trendy

Obtainable from: Timmy & Tommy



SKI-SLOPE WALL



Value: 1,560 HHA Theme(s):

None None

Obtainable from: Snowman



AUTUMN WALL

√ 1P 2P 3P 4P Value: 1,560

HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



FLOWER POP WALL



Value: 1,480 HHA Theme(s): Fairy Tale, Rustic

Obtainable from: Timmy & Tommy



PALACE WALL



Value: 2,000 HHA Theme(s): Antique



PARTY WALL



Value: 1,360 HHA Theme(s): Fairy Tale, Toy Shop





PAW-PRINT WALL



Value: 1,560 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



SUMMIT WALL



Value: 1,600 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



SKYSCRAPER WALL



Value: 1,600 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy





EXHIBIT-ROOM WALL

√ 1P 2P 3P 4P

HHA Theme(s):

Value: 400

Obtainable from: Museum Shop (after 2F upgrade)



MUSEUM WALL

√ 1P 2P 3P 4P

Value: 2,000 HHA Theme(s):

None

Obtainable from: Museum Shop (after 2F upgrade)



NOTEBOOK WALL

√1P2P3P4P

Value: 23,760 HHA Theme(s): Trendy

Obtainable from:













Flooring

PASTEL-DOT RUG



Value: 1,300 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



63

RED TILE

√ 1P 2P 3P 4P

Value: 1,680 HHA Theme(s):

Trendy

Obtainable from:

Saharah



CHECKERED TILE



Value: 1,680 HHA Theme(s): Toy Shop, Trendy

Obtainable from: Timmy & Tommy



MOSAIC TILE

√ 1P 2P 3P 4P

Value: 2,300 HHA Theme(s):

Antique

Obtainable from:
Timmy & Tommy



CERAMIC TILE



Value: 1,390 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



69

CHESSBOARD RUG

√ 1P 2P 3P 4P

Value: 8,300 HHA Theme(s): Toy Shop

Obtainable from: Saharah



DINER TILE

√ 1P 2P 3P 4P

Value: 1,300 HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



PLAZA TILE

√ 1P 2P 3P 4P **Value**: 2,180

HHA Theme(s): None

Obtainable from: Timmy & Tommy



KITSCHY TILE

√ 1P 2P 3P 4P

Value: 1,280

HHA Theme(s): Trendy

Obtainable from: Timmy & Tommy



PALACE TILE

√ 1P 2P 3P 4P

Value: 3,200

HHA Theme(s): Antique, Fairy Tale



IMPERIAL TILE



Value: 2.980 HHA Theme(s): Antique, Harmonious



Obtainable from: Timmy & Tommy

KITCHEN TILE



Value: 1,890 HHA Theme(s): None

Obtainable from: Timmy & Tommy



STONE TILE



Value: 2,750 HHA Theme(s): Antique

Obtainable from: Timmy & Tommy



CHARCOAL TILE



Value: 800 HHA Theme(s): None

Obtainable from: Timmy & Tommy



TATAMI



HHA Theme(s): Harmonious

Obtainable from: Saharah



PLANKED TATAMI



Value: 1.340 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



MOSSY CARPET

√ 1P 2P 3P 4P

Value: 8,000 HHA Theme(s): Harmonious

Obtainable from:

Saharah



SAND GARDEN

√ 1P 2P 3P 4P

Value: 7,000 HHA Theme(s): Harmonious, Quirky

Obtainable from:

Saharah



SLATE FLOORING

√ 1P 2P 3P 4P

Value: 1,380 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



CONCRETE FLOOR

√ 1P 2P 3P 4P

Value: 7.200 HHA Theme(s): Quirky, Sci-Fi

Obtainable from:

Saharah







BASEMENT FLOOR



Value: 8,500 HHA Theme(s): Quirky

Obtainable from:

Saharah



⇔ OFFICE FLOORING

√ 1P 2P 3P 4P

Value: 6,800 HHA Theme(s): None

Obtainable from:

Saharah



PARQUET FLOOR



Value: 2,350 HHA Theme(s):

Rustic

Obtainable from: Timmy & Tommy



OPULENT RUG

√ 1P 2P 3P 4P

Value: 1,230 HHA Theme(s): Harmonious, Quirky

Obtainable from: Timmy & Tommy



OLD BOARD FLOOR



Value: 880

HHA Theme(s): Harmonious, Quirky,

Rustic

Obtainable from: Timmy & Tommy

PLUSH CARPET

√ IP 2P 3P 4P

Value: 2,160 HHA Theme(s):

Antique

Obtainable from: Timmy & Tommy



KITCHEN FLOORING



Value: 1,230 HHA Theme(s):

None
Obtainable from

Obtainable from: Timmy & Tommy



ORNATE RUG

√ 1P 2P 3P 4P

Value: 2,100

HHA Theme(s): Fairy Tale, Rustic

Obtainable from: Timmy & Tommy



MUSIC-ROOM FLOOR



Value: 7,200 HHA Theme(s):

None

Obtainable from:

Saharah



FANCY CARPET



Value: 2,980 HHA Theme(s):

Antique



EXQUISITE RUG



Value: 1,960 HHA Theme(s): Harmonious

Obtainable from: Timmy & Tommy



COWHIDE RUG

√ 1P 2P 3P 4P

Value: 1,540 HHA Theme(s):

Obtainable from: Timmy & Tommy



TENT RUG



Value: 1,280 HHA Theme(s): Antique

Obtainable from: Timmy & Tommy



BIRCH FLOORING

√ IP 2P 3P 4P

Value: 800 HHA Theme(s): Rustic, Trendy

Obtainable from: Timmy & Tommy



TARTAN RUG



Value: 1,820 HHA Theme(s):

Trendy

Obtainable from:
Timmy & Tommy



PLANK FLOORING

√ 1P 2P 3P 4P

Value: 800 HHA Theme(s): Quirky, Rustic

Obtainable from: Timmy & Tommy



ROUND CARPET



Value: 1,080 HHA Theme(s): None

Obtainable from: Timmy & Tommy



BAMBOO FLOORING

√ 1P 2P 3P 4P

Value: 1,360 HHA Theme(s): Harmonious, Rustic

Obtainable from: Timmy & Tommy



CITRUS CARPET



Value: 1,330
HHA Theme(s):
Rustic

Obtainable from: Timmy & Tommy



STEEL FLOORING



Value: 1,480 HHA Theme(s): Quirky, Sci-Fi, Trendy







SHANTY MAT



Value: 720 HHA Theme(s):

Harmonious, Quirky, Rustic

Obtainable from: Timmy & Tommy



ANCIENT TILE



Value: 9,600 HHA Theme(s): Antique, Quirky

Obtainable from: Saharah



ILLUSION FLOOR



Value: 1,600 HHA Theme(s): Toy

Shop, Trendy Obtainable from: Timmy & Tommy



DAISY MEADOW



Value: 7,200 HHA Theme(s):

Rustic

Obtainable from: Saharah



TROPICAL FLOOR



Value: 100 medals HHA Theme(s):

None

Obtainable from: Island Gift Shop

(rare)



SAHARAH'S DESERT

√ 1P 2P 3P 4P

Value: 7,200 HHA Theme(s): None

Obtainable from:

Saharah



SANDLOT

√ 1P 2P 3P 4P

Value: 6.800 HHA Theme(s):

None

Obtainable from:

Saharah



SIDEWALK

1P 2P 3P 4P

Value: 7,800 HHA Theme(s):

None Obtainable from:

Saharah



CLOUD FLOORING

√ 1P 2P 3P 4P

Value: 1,480 HHA Theme(s): None

Obtainable from: Timmy & Tommy



COMMON FLOOR

√ 1P 2P 3P 4P

Value: 1.280 HHA Theme(s):

Rustic





CREEPY FLOOR



Value: 2,000 HHA Theme(s):

Quirky

Obtainable from: lack (Halloween)



RAMSHACKLE FLOOR



Value: 1.200 HHA Theme(s):

Quirky

Obtainable from: Timmy & Tommy



SPORTY FLOOR



None

Obtainable from:



HOPSCOTCH FLOOR



HHA Theme(s):

Obtainable from:



WILDFLOWER FLOOR



Value: 1,480

HHA Theme(s): Rustic

Obtainable from: Timmy & Tommy



JUNGLE FLOOR



Value: 1 600 HHA Theme(s):

None Obtainable from:

Museum Shop

(donate 50 insects or more)



UNDERWATER FLOOR



Value: 1.600 HHA Theme(s):

None

Obtainable from: Museum Shop

(donate 50 fish/deep-sea catches or more)



DIG-SITE FLOOR

√ 1P 2P 3P 4P

Value: 1,600 HHA Theme(s):

None Obtainable from:

Museum Shop (donate 30 fossils or more)



PAINTRALL FLOOR

√ 1P 2P 3P 4P Value: 1,600

HHA Theme(s): Toy Shop

Obtainable from:

Museum Shop

(donate 20 artworks or more)







MADYBUG CARPET



Value: 1,640 HHA Theme(s):

Toy Shop

Obtainable from:
Bug Off



SCI-FI FLOOR



Value: 6,000 HHA Theme(s):

Sci-Fi, Toy Shop

Obtainable from:





Value: 1,560

HHA Theme(s): None

Obtainable from: Snowman



FLOWER POP CARPET

√ 1P 2P 3P 4P

Value: 1,480 HHA Theme(s):

Fairy Tale, Rustic

Obtainable from: Timmy & Tommy



MARINE POP FLOOR

√ 1P 2P 3P 4P

Value: 1,640 HHA Theme(s):

None

Obtainable from: Fishing Tourney



CHEESE FLOOR

√ 1P 2P 3P 4P

Value: 1,360 HHA Theme(s):

None

Obtainable from: Timmy & Tommy



MAZE FLOOR

√1P2P3P4P

Value: 1,480
HHA Theme(s):
Sci-Fi Toy Shop

Sci-Fi, Toy Shop, Trendy

Obtainable from: Timmy & Tommy



AUTUMN FLOOR

√ 1P 2P 3P 4P

Value: 6,800

HHA Theme(s):
Rustic

Obtainable from:



NOTEBOOK FLOOR

√ 1P 2P 3P 4P

Value: 23,760 HHA Theme(s):

Trendy

Obtainable from:

DLC (JP)



EXHIBIT-ROOM FLOOR

√ 1P 2P 3P 4P

Value: 400

HHA Theme(s): None

Obtainable from:

Museum Shop (after 2F upgrade)



MUSEUM FLOOR



Value: 2,000

HHA Theme(s): None

Obtainable from: Museum Shop (after 2F upgrade)



Clothing Catalog

There's nothing like the thrill of getting dressed for success. Here we explore *Animal Crossing's* complete catalog of clothing and accessories, which are sure to be hoarded by those with big wardrobes—and even bigger wallets!

UNDERSTANDING THE SECTIONS

Here's how to read each item's section in the Clothing Catalog:

Value: The item's suggested retail value (in Bells). Items typically sell for 1/4 of this value at Re-Tail.

🔂: Indicates that the item is not for sale at any shop.

Look: The type of stylish 'look" that the item will give you when worn.

HHA Theme(s): The theme(s) that the item belongs to. Not every item belongs to an HHA Theme. See the previous "Home Sweet Home" chapter for details.

Obtainable from: The shop, event, or NPC character that offers you the item. See the previous "Shops and Such," "Friendly Faces," and "Seasonal Events" chapters for greater detail.

NOTE

All DLC information is accurate as of May 2013. DLC availability may change for various regions in the future.

Sets and Disguises



Complete one of the following outfits by collecting all of its individual garments, and you'll really make a splash in the fashion world!

Alpinist

ALPINIST DRESS

√ 1P 2P 3P 4P

Value: 640

Look: "Iconic"

HHA Theme(s):

None

Obtainable from: Able Sisters

ALPINIST HAT

√ 1P 2P 3P 4P

Value: 320 Look: "Iconic"

HHA Theme(s):

None

Obtainable from: Labelle





Astronaut

SPACE HELMET

√ 1P 2P 3P 4P

Value: 2,400 Look: "Sporty" HHA Theme(s): Sci-Fi, Toy Shop



Obtainable from: Labelle

BEAR-COSTUME PANTS

Value: 600 Look: "Cute"

HHA Theme(s): None

Obtainable from: Able Sisters



Blue Superhero

SPACE PANTS

Value: 800 Look: "Sporty" HHA Theme(s): Toy



Obtainable from: Able Sisters

BLUE-ZAP HELMET

√ 1P 2P 3P 4P

Value: 600 Look: "Sporty"

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Labelle



SPACE SUIT

√ 1P 2P 3P 4P

Value: 360 Look: "Sporty"

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Able Sisters

BLUE-ZAP PANTS

√ 1P 2P 3P 4P

Value: 800 Look: "Sporty"

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Able Sisters



Bear

BEAR CAP

√ 1P 2P 3P 4P

Value: 480 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Labelle

BLUE-ZAP SUIT

Value: 640 Look: "Sporty"

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Able Sisters



8 Bounty Hunter

BEAR COSTUME

✓ 1P 2P 3P 4P

Value: 640 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Able Sisters

SAMUS MASK

√ 1P 2P 3P 4P

Value: 840

Look: "Rock-n'-roll" HHA Theme(s):

Sci-Fi, Toy Shop Obtainable from: Fortune cookie #10





VARIA SUIT

√ 1P 2P 3P 4P

Value: 840 Look: "Rock-n'-roll"

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Fortune cookie #46



VARIA SUIT PANTS

√ 1P 2P 3P 4P

Value: 840 Look: "Rock-n'-roll"

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Fortune cookie #42



VARIA SUIT SHOES

√ 1P 2P 3P 4P

Value: 840 Look: "Rock-n'-roll"

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Fortune cookie #43

Cat

CAT CAP

✓ 1P 2P 3P 4P

Value: 480 Look: "Cute"

HHA Theme(s): None

Obtainable from: Labelle

CAT DRESS

√ 1P 2P 3P 4P

Value: 720 Look: "Cute" HHA Theme(s):

None

Obtainable from: Able Sisters

CAT TANK DRESS

√ 1P 2P 3P 4P

Value: 800 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Able Sisters (summer)

Cavalier

CAVALIER HAT

Value: 360 Look: "Iconic"

HHA Theme(s): Antique

Obtainable from: Labelle



CAVALIER SHIRT

√ 1P 2P 3P 4P

Value: 420

Look: "Iconic" HHA Theme(s):

Antique

Obtainable from: Able Sisters



Centurion

GOLD-ARMOR PANTS

√ 1P 2P 3P 4P

Value: 800

Look: "Historical"

HHA Theme(s): Antique, Quirky

Obtainable from: Able Sisters (fall)

GOLD-ARMOR SHOES

√ 1P 2P 3P 4P

Value: 1,200 Look: "Historical"

HHA Theme(s):



Obtainable from: Kicks



GOLD-ARMOR SUIT

√ 1P 2P 3P 4P

Value: 540 Look: "Historical" HHA Theme(s): Antique, Quirky



Obtainable from: Able Sisters

WARBONNET

√ 1P 2P 3P 4P

Value: 1,000 Look: "Iconic" HHA Theme(s):

Antique

Obtainable from: Labelle



ROMAN HELMET

Value: 1.200 Look: "Historical" HHA Theme(s): Antique, Quirky



Obtainable from: Labelle

Cowboy

COWBOY BOOTS

Value: 4,000 Look: "Iconic" HHA Theme(s):

None

Obtainable from: GracieGrace (fall)



Chef

CHEF'S HAT

√ 1P 2P 3P 4P

Value: 360 Look: "Official" HHA Theme(s): None



Obtainable from: Labelle

OUTBACK HAT

√ 1P 2P 3P 4P

Value: 320 Look: "Iconic" HHA Theme(s):

None

Obtainable from: Labelle



CHEF'S OUTFIT

Value: 640 Look: "Official" HHA Theme(s):

None



Obtainable from: Able Sisters

WESTERN PANTS

Value: 360 Look: "Iconic"

HHA Theme(s): None

Obtainable from: Able Sisters



Chief

FOOTBALL HELMET

√ 1P 2P 3P 4P

Value: 1,200 Look: "Iconic" HHA Theme(s):



None

Obtainable from: Labelle

WESTERN SHIRT

Value: 350 Look: "Iconic"

HHA Theme(s): None

Obtainable from: Able Sisters (winter)



Cyclist

BICYCLE HELMET

√ 1P 2P 3P 4P

Value: 400 Look: "Sporty" HHA Theme(s):



Obtainable from: Labelle

CYCLING SHIRT

Value: 640 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters (fall)

CYCLING TEE

Value: 640 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)

Dancer

BALLROOM MASK

V 1P 2P 3P 4P

Value: 4,800 Look: "Iconic" HHA Theme(s):

Antique, Fairy Tale

Obtainable from: GracieGrace (winter)

TUXEDO

√ 1P 2P 3P 4P

Value: 7.600 Look: "Official" HHA Theme(s):

None



Obtainable from: Able Sisters (winter)

Detective

DETECTIVE HAT

√ 1P 2P 3P 4P

Value: 320 Look: "Iconic" HHA Theme(s):

None

Obtainable from: Labelle

DETECTIVE OUTFIT

√ 1P 2P 3P 4P

Value: 480 Look: "Iconic" HHA Theme(s):

None

Obtainable from: Able Sisters (winter)

Doctor

DOCTOR'S COAT

√ 1P 2P 3P 4P

Value: 300 Look: "Official"

HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Able Sisters



DOCTOR'S MIRROR

Value: 600 Look: "Official"

HHA Theme(s): Quirky, Sci-Fi

Obtainable from: Labelle







Explorer

EXPLORER PANTS

√ 1P 2P 3P 4P

Value: 360 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

EXPLORER TEE

Value: 400 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Able Sisters

EXPLORER'S HAT

√ 1P 2P 3P 4P

Value: 160 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Labelle

Firefighter

FIREFIGHTER PANTS

√ 1P 2P 3P 4P

Value: 360 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Able Sisters

FIREFIGHTER SHIRT

√ 1P 2P 3P 4P

Value: 320 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

FIREMAN'S HAT

√ 1P 2P 3P 4P

Value: 960

Look: "Sporty" HHA Theme(s):

None

Obtainable from: Labelle

Frog

FROG CAP

Value: 480 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Labelle

FROG COSTUME

√ 1P 2P 3P 4P

Value: 640 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Able Sisters (summer)



FROG-COSTUME PANTS

Value: 600 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Able Sisters

Geisha

GEISHA WIG

√ 1P 2P 3P 4P

Value: 1,600

Look: "Iconic" HHA Theme(s): Fairy

Tale, Harmonious Obtainable from: Labelle



KIMONO

√ 1P 2P 3P 4P

Value: 820 Look: "Iconic" HHA Theme(s): Harmonious



Obtainable from: Able Sisters

TURBAN

√ 1P 2P 3P 4P

Value: 600 Look: "Iconic"

HHA Theme(s): None

Obtainable from: Labelle



KIMONO SANDALS

√ 1P 2P 3P 4P

Value: 480 Look: "Iconic" HHA Theme(s): Harmonious



Obtainable from: Kicks

Grape

GRAPE HAT

Value: 640 Look: "Cute"

HHA Theme(s): Rustic

Obtainable from: Labelle



Genie

GENIE PANTS

√ 1P 2P 3P 4P

Value: 360 Look: "Iconic" HHA Theme(s): None



Obtainable from: Able Sisters

GRAPE TANK

√ 1P 2P 3P 4P

Value: 280 Look: "Cute" **HHA Theme(s):**

Rustic



Obtainable from: Able Sisters (spring)

GENIE SHIRT

√ 1P 2P 3P 4P

Value: 640 Look: "Iconic" HHA Theme(s):

None



Obtainable from: Able Sisters

GRAPE TEE

√ 1P 2P 3P 4P

Value: 640 Look: "Cute"

HHA Theme(s): Rustic

Obtainable from: Able Sisters (spring)



GENIE VEST

√ 1P 2P 3P 4P

Value: 280 Look: "Iconic" HHA Theme(s):

None



Obtainable from: Able Sisters (summer)





Green Superhero

GREEN-ZAP HELMET

√ 1P 2P 3P 4P

Value: 600 Look: "Sporty"



Value: 800

Look: "Sporty"

HHA Theme(s):

Sci-Fi, Toy Shop

Obtainable from: Labelle

HERO'S CLOTHES

1P 2P 3P 4P

Value: 840 Look: "Iconic" HHA Theme(s):

Toy Shop

Obtainable from: Fortune cookie #3



HERO'S PANTS

Look: "Iconic" HHA Theme(s):

Antique, Toy Shop

Obtainable from: Fortune cookie #5

Value: 840

GREEN-ZAP PANTS

Value: 640 Look: "Sporty"

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Able Sisters

Obtainable from: Able Sisters





(2) Hero

HERO'S BOOTS

V 1P 2P 3P 4P

Value: 840 Look: "Iconic"

HHA Theme(s): Antique, Toy Shop

Obtainable from: Fortune cookie #49



HERO'S CAP

Value: 840 Look: "Iconic"

HHA Theme(s): Antique, Toy Shop

Obtainable from: Fortune cookie #8



IMPERIAL PANTS

Imperial

Value: 480 Look: "Iconic"

HHA Theme(s): Harmonious

Obtainable from: Able Sisters

IMPERIAL SHIRT

Value: 320 Look: "Iconic"

HHA Theme(s): Harmonious

Obtainable from: Able Sisters



PIGTAIL

Value: 400

Look: "Iconic"

HHA Theme(s): Harmonious

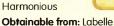
Obtainable from: Labelle



SILK HAT

√ 1P 2P 3P 4P

Value: 320 Look: "Iconic" HHA Theme(s):





Jester

JESTER PANTS

Value: 480 Look: "Flashy" HHA Theme(s):

Toy Shop

Obtainable from: Able Sisters (spring)

JESTER SHIRT

1P 2P 3P 4P

Value: 420

Look: "Flashy"

HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: Able Sisters (spring)

JESTER TANK

√ 1P 2P 3P 4P

Value: 280 Look: "Flashy" HHA Theme(s):

Fairy Tale

Obtainable from: Able Sisters (spring)

JESTER'S CAP

√ 1P 2P 3P 4P

Value: 360 Look: "Flashy"

HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: Labelle

JESTER'S MASK

√ 1P 2P 3P 4P

Value: 640 Look: "Flashy"

HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: Labelle

JESTER'S SHOES

/ 1P 2P 3P 4P

Value: 600 Look: "Flashy" HHA Theme(s):

Fairy Tale, Toy Shop

Obtainable from: Kicks

Kappa

КАРРА САР

√ 1P 2P 3P 4P

Value: 20 medals Look: "Cute"

HHA Theme(s): None

Obtainable from: Island Gift Shop (rare)

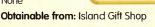
KAPPA COSTUME

√ 1P 2P 3P 4P

Value: 20 medals Look: "Flashy"

HHA Theme(s):

None



KAPPA-COSTUME PANTS

√ 1P 2P 3P 4P

Value: 15 medals Look: "Flashy"

HHA Theme(s):

Obtainable from: Island Gift Shop







King

KING'S BEARD

√ 1P 2P 3P 4P

Value: 8,000 Look: "Ornate" HHA Theme(s):



Obtainable from: Labelle

ROYAL CROWN

Value: 1,200,000 Look: "Ornate"

HHA Theme(s): Antique, Fairy Tale

Obtainable from: Labelle

ROYAL SHIRT

√ 1P 2P 3P 4P

Value: 380 Look: "Ornate" HHA Theme(s):

Antique

Obtainable from: Able Sisters

ROYAL SHORTS

√ 1P 2P 3P 4P

Value: 1,200 Look: "Ornate"

HHA Theme(s): **Antique**

Obtainable from: Able Sisters

Kiwi

KIWI HAT

√ 1P 2P 3P 4P

Value: 640 Look: "Cute"

HHA Theme(s): Rustic

Obtainable from: Labelle

KIWI TANK

√ 1P 2P 3P 4P

Value: 280 Look: "Cute" HHA Theme(s):

Rustic

Obtainable from: Able Sisters (summer)

KIWI TEE

1P 2P 3P 4P

Value: 640 Look: "Cute" HHA Theme(s):

Rustic

Obtainable from: Able Sisters



Knight

ARMOR PANTS

Value: 800 Look: "Historical"

HHA Theme(s): Antique, Quirky

Obtainable from: Able Sisters (fall)



ARMOR SHOES

√ 1P 2P 3P 4P

Value: 960 Look: "Historical"

HHA Theme(s):

Antique, Quirky

Obtainable from: Kicks

ARMOR SUIT

Value: 400 Look: "Historical"

HHA Theme(s): Antique, Quirky





KNIGHT'S HELMET

√ 1P 2P 3P 4P

Value: 1,000 Look: "Historical"

HHA Theme(s): Antique, Quirky

Obtainable from: Labelle



MILKMAID HAT

√ 1P 2P 3P 4P

Value: 320 Look: "Iconic"

HHA Theme(s):

None

Obtainable from: Labelle



Melon

MELON HAT

√ 1P 2P 3P 4P

Value: 640 Look: "Cute"

HHA Theme(s): Rustic

Obtainable from: Labelle

Mummy

MUMMY MASK

√ 1P 2P 3P 4P

Value: 1,031 Look: "Flashy"

Quirky

Obtainable from: Labelle (October)



MELON SHIRT

√ 1P 2P 3P 4P Value: 280

Look: "Cute" HHA Theme(s):

Rustic

Obtainable from: Able Sisters (summer)

MUMMY PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Flashy" HHA Theme(s):

Quirky

Obtainable from: Able Sisters



MELON TEE

√ 1P 2P 3P 4P

Value: 640 Look: "Cute" HHA Theme(s):

Rustic

Obtainable from: Able Sisters

MUMMY SHIRT √ 1P 2P 3P 4P

Value: 180

Look: "Flashy" HHA Theme(s):

Quirky

Obtainable from: Able Sisters

Ninja



Milkmaid

MILKMAID DRESS

√ 1P 2P 3P 4P

Value: 720 Look: "Iconic"

HHA Theme(s):

None

Obtainable from: Able Sisters

NINJA HOOD

√ 1P 2P 3P 4P

Value: 480 Look: "Historical"

HHA Theme(s): Harmonious

Obtainable from: Labelle





NINJA PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Historical"



Obtainable from: Able Sisters

NINJA SANDALS

√ IP 2P 3P 4P

Value: 480 Look: "Historical"

HHA Theme(s): Harmonious

Obtainable from: Kicks

NINJA SHIRT

Value: 420 Look: "Historical"

HHA Theme(s): Harmonious

Obtainable from: Able Sisters

Pharaoh

KING TUT MASK

√ 1P 2P 3P 4P

Value: 12,000 Look: "Historical"

HHA Theme(s): Antique, Quirky

Obtainable from: Labelle

PHARAOH'S OUTFIT

√ 1P 2P 3P 4P

Value: 640 Look: "Iconic"

HHA Theme(s): **Antique**

Obtainable from: Able Sisters (summer)

Pilot

CAPTAIN'S JACKET

√ 1P 2P 3P 4P

Value: 800 Look: "Official" HHA Theme(s):

Sci-Fi

Obtainable from: Able Sisters



PILOT'S HAT

Value: 960 Look: "Official"

HHA Theme(s): Toy Shop

Obtainable from: Labelle



Pink Superheroine

PINK-ZAP HELMET

1P 2P 3P 4P

Value: 600 Look: "Sporty"

HHA Theme(s): Fairy Tale, Sci-Fi, Toy Shop

Obtainable from: Labelle



PINK-ZAP SUIT

Value: 760 Look: "Sporty"

HHA Theme(s): Fairy Tale, Toy Shop





Pirate

EYE PATCH

1P 2P 3P 4P

Look: "Rock-n'-roll"

Value: 240



Obtainable from: Labelle



PIRATE'S HAT

/ IP 2P 3P 4P

Value: 15 medals Look: "Rock-n'-roll"

HHA Theme(s): Antique, Quirky,

Toy Shop

Obtainable from: Island Gift Shop

SEA CAPTAIN'S COAT

√ 1P 2P 3P 4P

Value: 720

Look: "Rock-n'-roll" HHA Theme(s):

Antique, Quirky, Toy Shop

Obtainable from: Able Sisters

Police Officer

POLICE CAP

√ 1P 2P 3P 4P

Value: 480 Look: "Official" HHA Theme(s):

None

Obtainable from: Labelle

SECURITY TEE

✓ 1P 2P 3P 4P

Value: 420 Look: "Official" HHA Theme(s):



None

Obtainable from: Able Sisters

Pro Wrestler

BLUE WRESTLING SHOES

√ 1P 2P 3P 4P

Value: 900 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Kicks

30

RED WRESTLING SHOES

1P 2P 3P 4P

Value: 900 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Kicks



WRESTLER PANTS

1P 2P 3P 4P

Value: 360 Look: "Sporty"

HHA Theme(s):

Obtainable from: Able Sisters



WRESTLER TANK

√1P 2P 3P 4P

Value: 280 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Able Sisters (summer)



WRESTLING MASK

√ 1P 2P 3P 4P

Value: 900 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Labelle





Rabbit

BUNNY HOOD

√ 1P 2P 3P 4P

Value: 1.600 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Labelle

FLUFFY TANK DRESS

1P 2P 3P 4P

Value: 800 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Able Sisters (summer)

FOLK SHIRT

Value: 380 Look: "Cute"

HHA Theme(s): None

Obtainable from: Able Sisters (winter)

Racer

MOTOCROSS HELMET

√ 1P 2P 3P 4P

Value: 1,400 Look: "Sporty"

HHA Theme(s): Toy Shop

Obtainable from: Labelle

RACING HELMET

Value: 1,200 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Labelle

RACING PANTS

/ 1P 2P 3P 4P

Value: 640 Look: "Sporty" HHA Theme(s):

Toy Shop

Obtainable from: Able Sisters

RACING SHIRT

Value: 460 Look: "Sporty" HHA Theme(s):

Toy Shop

Obtainable from: Able Sisters



Red Superhero

RED-7AP HELMET

√ 1P 2P 3P 4P

Value: 600 Look: "Sporty"

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Labelle

RED-ZAP PANTS

Value: 800 Look: "Sporty"

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Able Sisters

RED-ZAP SUIT

Value: 640

Look: "Sporty" HHA Theme(s):

Sci-Fi, Toy Shop



Sailor

SAILOR'S HAT

√ 1P 2P 3P 4P

Value: 15 medals Look: "Official"



Obtainable from: Island Gift Shop

SAILOR'S SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Official" HHA Theme(s):

None

Obtainable from: Able Sisters (fall)

SAILOR'S TEE

√ 1P 2P 3P 4P

Value: 320 Look: "Official"

HHA Theme(s): None

Obtainable from: Able Sisters (spring)

Samurai

SAMURAI HELMET

√ 1P 2P 3P 4P

Value: 2.000 Look: "Historical" HHA Theme(s):

Antique,

Harmonious, Quirky Obtainable from: Labelle

SAMURAI PANTS

√ 1P 2P 3P 4P

Value: 800 Look: "Historical" HHA Theme(s):

Antique.

Harmonious, Quirky

Obtainable from: Able Sisters

SAMURAI SHIRT

√ 1P 2P 3P 4P

Value: 640 Look: "Historical"

HHA Theme(s): Antique,

Harmonious, Quirky

Obtainable from: Able Sisters



Scholar

GRADUATION GOWN

√ 1P 2P 3P 4P

Value: 800 Look: "Official" HHA Theme(s):

None

Obtainable from: Able Sisters



SCHOLAR'S HAT

√ 1P 2P 3P 4P

Value: 420 Look: "Official"

HHA Theme(s):

None

Obtainable from: Labelle



Solider

COMBAT HELMET

√ 1P 2P 3P 4P

Value: 960

Look: "Rock-n'-roll"

HHA Theme(s): None

Obtainable from: Labelle





STRAWBERRY TEE



Spa Patron

BATHROBE

√ 1P 2P 3P 4P

Value: 5.800 Look: "Flashy"



1P 2P 3P 4P Value: 640

Look: "Cute" HHA Theme(s):



Tangerine

1P 2P 3P 4P

Value: 4.800 Look: "Flashy"

HHA Theme(s): None

Obtainable from: Labelle

HFADRAND



/ 1P 2P 3P 4P

Value: 240 Look: "Flashy"

HHA Theme(s): None

Obtainable from: Labelle

SHOWER CAP



Strawberry

STRAWRERRY HAT

√ 1P 2P 3P 4P

Value: 640 Look: "Cute"

HHA Theme(s): Rustic

Obtainable from: Labelle

STRAWBERRY TANK

Value: 280 Look: "Cute" HHA Theme(s):

None



Obtainable from: Able Sisters (summer)

CITRUS TANK

Value: 280

Look: "Cute" HHA Theme(s):

Rustic

Obtainable from: Able Sisters (summer)

CITRUS TEE

√ 1P 2P 3P 4P

Value: 640 Look: "Cute"

HHA Theme(s):

Rustic

Obtainable from: Able Sisters

MANDARIN HAT

/ 1P 2P 3P 4P

Value: 640 Look: "Cute"

HHA Theme(s):

Rustic

Obtainable from: Labelle

Vaquero

PONCHO

√ 1P 2P 3P 4P

Value: 580 Look: "Iconic"

HHA Theme(s): None



SOMBRERO

√ 1P 2P 3P 4P

Value: 240 Look: "Iconic" HHA Theme(s):



None

Obtainable from: Labelle

Viking

SCALE-ARMOR PANTS

√ IP 2P 3P 4P

Value: 1,000 Look: "Historical" HHA Theme(s):

Antique, Quirky



Obtainable from: Able Sisters

SCALE-ARMOR SUIT

√ 1P 2P 3P 4P

Value: 480 Look: "Historical" HHA Theme(s):

Antique, Quirky



Obtainable from: Able Sisters

VIKING HELMET

/ 1P 2P 3P 4P

Value: 540 Look: "Historical" HHA Theme(s):



Obtainable from: Labelle



Watermelon

WATERMELON HAT

√ IP 2P 3P 4P

Value: 640 Look: "Cute" HHA Theme(s):

Rustic

Obtainable from: Labelle



WATERMELON SHIRT

√ 1P 2P 3P 4P

Value: 280 Look: "Cute"

HHA Theme(s):

Rustic

Obtainable from: Able Sisters (summer)

WATERMELON TEE

√ 1P 2P 3P 4P

Value: 640 Look: "Cute"

HHA Theme(s):

Rustic

Obtainable from: Able Sisters (summer)



Wedding

BRIDAL VEIL

√ 1P 2P 3P 4P

Value: 7,200

HHA Theme(s):

Fairy Tale

Obtainable from: GracieGrace (spring)



CAKE DRESS

√ IP 2P 3P 4P

Value: 6,000 Look: "Official"

HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (spring)





CAKE TANK DRESS

√ 1P 2P 3P 4P

Value: 6,000 Look: "Official"

HHA Theme(s): Fairy Tale

Obtainable from: Able Sisters (summer)

Witch

WITCH'S HAT

√ 1P 2P 3P 4P

Value: 4,800 Look: "Historical" HHA Theme(s):

Quirky

Obtainable from: GracieGrace (fall)

4

WITCH'S ROBE

√ 1P 2P 3P 4P

Value: 7,200 Look: "Historical"

HHA Theme(s): Quirky

Obtainable from: GracieGrace (fall)

Worker

ORANGE JACKET

√ 1P 2P 3P 4P

Value: 200 Look: "Sporty"

HHA Theme(s):

Sci-Fi

Obtainable from: Able Sisters

ORANGE PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Able Sisters

SAFETY HELMET

√ 1P 2P 3P 4P

Value: 300 Look: "Sporty"

HHA Theme(s):

Obtainable from: Labelle





Tops

ONF.RALL TEF

√ 1P 2P 3P 4P

Value: 340 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

√ 1P 2P 3P 4P

Value: 340 Look: "Sporty" HHA Theme(s)

None

Obtainable from: Able Sisters

SIX-RAII TEF

SEVEN-RALL TEE



TWO-BALL TEE

√ 1P 2P 3P 4P

Value: 340 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

√ 1P 2P 3P 4P

Value: 340 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters



THREE-BALL TEE

J 1P 2P 3P 4P

Value: 340 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

EIGHT-BALL TEE

√ 1P 2P 3P 4P

Value: 340 Look: "Sporty" HHA Theme(s):

Obtainable from: Able Sisters



FOUR-BALL TEE

√ 1P 2P 3P 4P

Value: 340 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Able Sisters

NINE-BALL TEE

√ IP 2P 3P 4P **Value: 340**

Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters



FIVE-BALL TEE

√ 1P 2P 3P 4P

Value: 340 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

PAW TEE

√ 1P 2P 3P 4P

Value: 360 Look: "Cute"

HHA Theme(s):

None





DAISY TEE

√ 1P 2P 3P 4P

Look: "Cute"



TULIP TEE

Obtainable from: Able Sisters (spring)

LIGHTNING TEE

√ 1P 2P 3P 4P

Value: 380

Look: "Rock-n'-roll"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)

MVP TEE



√ 1P 2P 3P 4P

Value: 280 Look: "Cute" HHA Theme(s): Rustic



Obtainable from: Able Sisters (spring)

√ 1P 2P 3P 4P

Value: 370 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Able Sisters

CHERRY TEE

√ 1P 2P 3P 4P

Value: 360 Look: "Cute" HHA Theme(s): Rustic



Obtainable from: Able Sisters (fall)

BB TEE

√ 1P 2P 3P 4P

Look: "Rock-n'-roll"

None

Obtainable from: Able Sisters



SKULL TEE

√ 1P 2P 3P 4P

Value: 320

Look: "Rock-n'-roll"

HHA Theme(s): Quirky

Obtainable from: Able Sisters

FISH TEE

Value: 380 Look: "Rock-n'-roll"

HHA Theme(s):

Obtainable from: Able Sisters

U-R-HERE TEE

√ 1P 2P 3P 4P

Value: 350

Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: Able Sisters

Look: "Cute" HHA Theme(s):

None







Obtainable from: Able Sisters (summer)

BEAR TEE

√ 1P 2P 3P 4P

Value: 390 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Able Sisters

DIAMOND TEE

Value: 380 Look: "Basic" HHA Theme(s):

Toy Shop

Obtainable from: Able Sisters



BUNNY TEE

√ 1P 2P 3P 4P

Value: 360 Look: "Cute" HHA Theme(s):

None

Obtainable from: Able Sisters

CLUB TEE

√ IP 2P 3P 4P

Value: 360 Look: "Basic" HHA Theme(s):

Toy Shop

Obtainable from: Able Sisters



BUNNY SHIRT

Value: 480 Look: Cute

HHA Theme(s): None

Obtainable from: Able Sisters

HEART TEE

√ 1P 2P 3P 4P

Value: 360 Look: "Cute" HHA Theme(s):

Toy Shop

Obtainable from: Able Sisters



ELEPHANT TEE

1P 2P 3P 4P

Value: 260 Look: "Cute"

HHA Theme(s): None

Obtainable from: Able Sisters

BIG-STAR TEE

1P 2P 3P 4P

Value: 400 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters



SPADE TEE

√ 1P 2P 3P 4P

Value: 340 Look: "Basic" HHA Theme(s): Toy Shop



Obtainable from: Able Sisters

BRIGHT TEE

√ 1P 2P 3P 4P

Value: 320 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters (spring)





A TFF

Value: 370



Obtainable from: Able Sisters



NO. 5 SHIRT

Value: 250 Look: "Sporty" HHA Theme(s): None

Obtainable from: Able Sisters



NO. 1 SHIRT

√ 1P 2P 3P 4P

Value: 250 Look: "Sporty" HHA Theme(s): None

Obtainable from: Able Sisters

NO. 23 SHIRT

Value: 250 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

NO. 2 SHIRT

√ 1P 2P 3P 4P

Value: 250 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

NO. 67 SHIRT

√ 1P 2P 3P 4P

Value: 250 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters



NO. 3 SHIRT

1P 2P 3P 4P

Value: 250 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

BIG BRO'S TEE

Value: 320 Look: "Sporty"

HHA Theme(s): Toy Shop

Obtainable from: Able Sisters



NO. 4 SHIRT

√ 1P 2P 3P 4P

Value: 250 Look: "Sporty" HHA Theme(s): None



Obtainable from: Able Sisters

LI'L BRO'S TEE

√ 1P 2P 3P 4P

Value: 320 Look: "Sporty" HHA Theme(s): Toy Shop



CLOUDY TEE

Value: 320 Look: "Basic" HHA Theme(s):



None

Obtainable from: Able Sisters (spring)

DEEP-BLUE TEE

Value: 380 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Able Sisters



FRESH TEE

√ 1P 2P 3P 4P

Value: 380 Look: "Sporty" HHA Theme(s):



Obtainable from: Able Sisters

PEACHY TEE

√ 1P 2P 3P 4P

Value: 390 Look: "Cute" HHA Theme(s):

None

Obtainable from: Able Sisters (spring)



DAWN TEE

√ 1P 2P 3P 4P

Value: 380 Look: "Iconic" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)

RAINBOW TEE

√ 1P 2P 3P 4P

Value: 777 Look: "Ornate" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)



MISTY TEE

1P 2P 3P 4P

Value: 380 Look: "Historical" HHA Theme(s):

None

Obtainable from: Able Sisters

SNO-CONE TEE

Value: 420 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)

ORANGE TIE-DYE TEE



SUNSET TEE

√ 1P 2P 3P 4P

Value: 290 Look: "Basic" HHA Theme(s):

None



Obtainable from: Able Sisters

√ 1P 2P 3P 4P

Value: 380 Look: "Basic"

HHA Theme(s):

None





PURPLE TIE-DYE TEE

√ 1P 2P 3P 4P

Value: 380 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters

CAFÉ TEE

√ 1P 2P 3P 4P

Value: 420 Look: "Rock-n'-roll"

HHA Theme(s): Toy Shop

Obtainable from: Able Sisters (winter)



GREEN TIE-DYE TEE

/ 1P 2P 3P 4P

Value: 380 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters

CHECKERED TEE

√ 1P 2P 3P 4P

Value: 390

Look: "Rock-n'-roll" HHA Theme(s):

Toy Shop

Obtainable from: Able Sisters



BLUE TIE-DYE TEE

J 1P 2P 3P 4P

Value: 380 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)

BLUE-CHECK TEE

√ 1P 2P 3P 4P

Value: 380 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters



RED TIE-DYE TEE

Value: 380 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters

RED-CHECK TEE

√ 1P 2P 3P 4P

Value: 330 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters (spring)



BOLD-CHECK TEE

√ 1P 2P 3P 4P

Value: 360 Look: "Flashy"

HHA Theme(s): Toy Shop

Obtainable from: Able Sisters

DOGTOOTH TEE

√ 1P 2P 3P 4P

Value: 370 Look: "Iconic"

HHA Theme(s):

None

Obtainable from: Able Sisters (winter)



TAN DOGTOOTH TEE

√ 1P 2P 3P 4P

Value: 350 Look: "Iconic" HHA Theme(s):



None

Obtainable from: Able Sisters (fall)

BEATNIK TEE

√ 1P 2P 3P 4P

Value: 360 Look: "Sporty"



None

Obtainable from: Able Sisters (spring)



RUGBY TEE

√ 1P 2P 3P 4P

Value: 360 Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: Able Sisters

RED-BAR TEE

√ 1P 2P 3P 4P

Value: 360 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters



GREEN-BAR TEE

√ 1P 2P 3P 4P

Value: 320 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)

BLUE-STRIPE TEE

√ 1P 2P 3P 4P

Value: 340 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)



YELLOW-BAR TEE

√ IP 2P 3P 4P

Value: 320 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters

BLUE-STRIPE SHIRT

√ 1P 2P 3P 4P

Value: 340 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Able Sisters (fall)

GELATO TEE



GRAPE-STRIPE TEE

√ 1P 2P 3P 4P

Value: 320

Look: "Modern" HHA Theme(s):

None

Obtainable from: Able Sisters

mm

√ IP 2P 3P 4P

Value: 330 Look: "Cute" HHA Theme(s):

None





CHAIN-GANG TEE

√ 1P 2P 3P 4P

Value: 260 Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: Able Sisters

DAPPER TEE

Value: 350 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters (winter)



SPEEDWAY TEE NATTY TEE

Value: 290 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters

Value: 380 Look: "Cute"

HHA Theme(s): Fairy Tale

Obtainable from: Able Sisters (summer)

YELLOW TARTAN TEE

Value: 430 Look: "Cute"

HHA Theme(s): None

Obtainable from: Able Sisters (spring)

BLUE-GRID TEE

Value: 340 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)



FALL PLAID TEE

Value: 370 Look: "Iconic" HHA Theme(s):

None

Obtainable from: Able Sisters (fall)

RED-GRID TEE

Value: 360 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters (fall)



BLUE TARTAN TEE

√ 1P 2P 3P 4P

Value: 390 Look: "Official" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)

DAZED TEE

√ 1P 2P 3P 4P

Look: "Cute"

HHA Theme(s):

Obtainable from: Able Sisters (summer)







None

CHECKERBOARD TEE

√ 1P 2P 3P 4P

Value: 340

Look: "Rock-n'-roll" HHA Theme(s):

Toy Shop

Obtainable from: Able Sisters



FUNKY-DOT TEE

√ 1P 2P 3P 4P

Value: 430 Look: "Cute"

HHA Theme(s):

Obtainable from: Able Sisters

TOAD TEE

Value: 340 Look: "Cute"

HHA Theme(s): Rustic

Obtainable from: Able Sisters (fall)

GUMDROP TEE



Value: 390 Look: "Cute" HHA Theme(s):

Trendy

Obtainable from: Able Sisters (spring)



DARK POLKA TEE

Value: 350 Look: "Modern"

HHA Theme(s): None

Obtainable from: Able Sisters (winter)

BIG-DOT TEE

Value: 340 Look: "Basic" HHA Theme(s):

Trendy

Obtainable from: Able Sisters



LITE POLKA TEE

Value: 380 Look: "Cute"

HHA Theme(s): None

Obtainable from: Able Sisters

AQUA POLKA TEE

Value: 360 Look: "Basic"

HHA Theme(s):

Trendy

Obtainable from: Able Sisters

BLUE-BAR TEE



BUBBLE-GUM TEE

√ 1P 2P 3P 4P

Value: 380 Look: "Cute" HHA Theme(s):

None

Obtainable from: Able Sisters (spring)

√ 1P 2P 3P 4P

Value: 380

Look: "Basic"

HHA Theme(s): Trendy





GOLD-BAR TEE

√ 1P 2P 3P 4P

Value: 360 Look: "Historical" HHA Theme(s):

Trendy

Obtainable from: Able Sisters (winter)

RALLY TEE

1P 2P 3P 4P

Value: 380 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Able Sisters



BROWN-BAR TEE

Value: 5,000 Look: "Modern" HHA Theme(s):

None

Obtainable from: GracieGrace (spring)

RACER 6 TEE

√ 1P 2P 3P 4P **Value: 380**

Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters



VEGETARIAN TEE

1P 2P 3P 4P

Value: 280 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters

VERTIGO TEE

Value: 380 Look: "Historical"

HHA Theme(s): Harmonious

Obtainable from: Able Sisters



RACER TEE

1P 2P 3P 4P

Value: 380 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

BARBER TEE

Value: 640 Look: "Flashv"

HHA Theme(s):

None

Obtainable from: Able Sisters



PASTEL-STRIPE TEE

1P 2P 3P 4P

Value: 360 Look: "Iconic" HHA Theme(s):

None

Obtainable from: Able Sisters

JADE PLAID TEE

√ 1P 2P 3P 4P

Look: "Modern"

None





BLUE PLAID TEE

√ 1P 2P 3P 4P

Value: 360 Look: "Modern" HHA Theme(s):

None

None



Obtainable from: Able Sisters (fall)

MELON GINGHAM TEE

√ 1P 2P 3P 4P

Value: 340 Look: "Cute"

HHA Theme(s): None

Obtainable from: Able Sisters (spring)



MINT GINGHAM TEE

√ 1P 2P 3P 4P

Value: 330 Look: "Basic" HHA Theme(s):



Obtainable from: Able Sisters

BAD PLAID TEE

√ 1P 2P 3P 4P

Value: 420 Look: "Iconic" HHA Theme(s):

HHA Theme(s): None

Obtainable from: Able Sisters



PICNIC TEE

√ 1P 2P 3P 4P

Value: 330 Look: "Basic" HHA Theme(s): None



Obtainable from: Able Sisters (fall)

PINK TARTAN TEE

√ 1P 2P 3P 4P

Value: 420 Look: "Cute" HHA Theme(s): Fairy Tale



Obtainable from: Able Sisters (spring)

CANDY GINGHAM TEE

√ 1P 2P 3P 4P

Value: 320 Look: "Cute" HHA Theme(s): None



Obtainable from: Able Sisters (spring)

WAFFLE TEE

√ 1P 2P 3P 4P

Value: 430 Look: "Iconic"

HHA Theme(s):

Obtainable from: Able Sisters (fall)



LEMON GINGHAM TEE

√ 1P 2P 3P 4P

Value: 340 Look: "Cute" HHA Theme(s):

None



Obtainable from: Able Sisters (spring)

GRAY TARTAN TEE

√ 1P 2P 3P 4P

Value: 420

Look: "Iconic" HHA Theme(s):

None





GRAY TARTAN SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Iconic"

HHA Theme(s):

None

Obtainable from: Able Sisters

PINK ARGYLE SHIRT

√ 1P 2P 3P 4P

Value: 5,800 Look: "Iconic"

HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (fall)



RED ARGYLE SHIRT

Value: 5,800 Look: "Iconic"

HHA Theme(s):

None

Obtainable from: GracieGrace (winter)

PINK ARGYLE TEE

Value: 5,800 Look: "Cute" HHA Theme(s):

Fairy Tale

Obtainable from: GracieGrace (spring)



RED ARGYLE TEE

Value: 5,800 Look: "Iconic"

HHA Theme(s): None

Obtainable from: GracieGrace (fall)

CYAN ARGYLE SHIRT

Value: 5,400 Look: "Cute" HHA Theme(s):

None

Obtainable from: GracieGrace (fall)



BLUE ARGYLE SHIRT

1P 2P 3P 4P

Value: 4,800 Look: "Iconic" HHA Theme(s):

None

Obtainable from: GracieGrace (winter)

CYAN ARGYLE TEE

1P 2P 3P 4P

Value: 5,400 Look: "Cute"

HHA Theme(s):

None

Obtainable from: GracieGrace (spring)



BLUE ARGYLE TEE

Value: 4,800 Look: "Iconic"

HHA Theme(s): None

Obtainable from: GracieGrace (fall)

CHEVRON SHIRT

√ 1P 2P 3P 4P

Value: 320 Look: "Basic"

HHA Theme(s):

None



ICY SHIRT

√ 1P 2P 3P 4P

Value: 390 Look: "Cute" HHA Theme(s):



Obtainable from: Able Sisters (summer)

AURORA KNIT SHIRT

Value: 380 Look: "Cute"

HHA Theme(s): None

Obtainable from: Able Sisters (winter)

WINTER SWEATER

1P 2P 3P 4P

Value: 290 Look: "Cute"

HHA Theme(s): None

Obtainable from: Able Sisters (winter)

ARGYLE KNIT SHIRT

√ 1P 2P 3P 4P

Value: 460 Look: "Iconic"

HHA Theme(s):

None

Obtainable from: Able Sisters (spring)

UNCOMMON SHIRT

1P 2P 3P 4P

Value: 360 Look: "Flashy"

HHA Theme(s):

None

Obtainable from: Able Sisters (winter)

COMFY SWEATER

√ 1P 2P 3P 4P

Value: 360 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters (winter)



Value: 320 Look: "Historical"

None

BEIGE KNIT SHIRT

HHA Theme(s):

Obtainable from: Able Sisters (winter)

EARTHY KNIT SHIRT

Value: 390 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters (winter)



SPRING SHIRT

√ 1P 2P 3P 4P

Value: 320 Look: "Cute"

HHA Theme(s):

Rustic

Obtainable from: Able Sisters (spring)



SPUNKY KNIT SHIRT

√ 1P 2P 3P 4P

Value: 360

Look: "Cute"

HHA Theme(s):

None

Obtainable from: Able Sisters (winter)





DEER SHIRT

√ 1P 2P 3P 4P

Value: 380
Look: "Historical"
HHA Theme(s):

None

Obtainable from: Able Sisters (winter)

FALL LEAF TEE

VIP 2P 3P 4P

Value: 280 Look: "Historical"

HHA Theme(s):

Rustic

Obtainable from: Able Sisters (fall)



MONKEY SHIRT

√ 1P 2P 3P 4P

Value: 380
Look: "Historical"
HHA Theme(s):

None

Obtainable from: Able Sisters (winter)

STRAW SHIRT

√ 1P 2P 3P 4P

Value: 360

HHA Theme(s):

Obtainable from: Able Sisters (fall)



CHOCOMINT TEE

/ IP 2P 3P 4P

Value: 340 Look: "Cute"

HHA Theme(s): Fairy Tale

Obtainable from: Able Sisters (winter)

GRASS TEE

/ IP 2P 3P 4P

Value: 580 Look: "Basic" HHA Theme(s):

Rustic

Obtainable from: Able Sisters



FERN TEE

√ 1P 2P 3P 4P

Value: 300 Look: "Basic" HHA Theme(s):

Rustic

Obtainable from: Able Sisters (summer)

SNOW SHIRT

/ TP 2P 3P 4P

Value: 680 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters



LEAF TEE

√ IP 2P 3P 4P

Value: 260 Look: "Cute" HHA Theme(s):

Rustic

Obtainable from: Able Sisters

LOVELY TEE

√ 1P 2P 3P 4P

Value: 400

Look: "Cute"

HHA Theme(s):

HHA Theme(s): Fairy Tale

Obtainable from: Able Sisters (spring)



BUBBLE TEE

√ 1P 2P 3P 4P

Value: 410 Look: "Cute" HHA Theme(s):

None



Obtainable from: Able Sisters (summer)

DANGER TEE √ 1P 2P 3P 4P

Value: 340 Look: "Flashy" HHA Theme(s):

Quirky, Sci-Fi



Obtainable from: Able Sisters

CHICHI-PRINT TEE

Value: 180 Look: "Historical" HHA Theme(s): Harmonious



Obtainable from: Able Sisters

GRACIE TANK

Value: 6,200 Look: "Modern"

HHA Theme(s): Trendy

Obtainable from: Able Sisters (summer)

CORAL TEE

√ 1P 2P 3P 4P

Value: 6,200 Look: "Ornate" HHA Theme(s):

None



Obtainable from: GracieGrace (summer)

FUTURE TANK

Value: 390 Look: "Flashy"

HHA Theme(s): Sci-Fi, Toy Shop,

Trendy

Obtainable from: Able Sisters (summer)

GROOVY TEE

Value: 6,400 Look: "Flashy"



Obtainable from: Able Sisters (summer)

OPTICAL SHIRT

√ 1P 2P 3P 4P

Value: 430 Look: "Flashy"

Trendy

HHA Theme(s):

TWINKLE TEE

Obtainable from: Able Sisters

FLAME TEE

√ 1P 2P 3P 4P

Value: 360 Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: Able Sisters

Value: 480

Look: "Flashy" HHA Theme(s):

None







STAR TEF

1P 2P 3P 4P

Value: 370 Look: "Flashy"

HHA Theme(s):

None

Obtainable from: Able Sisters

KIDDIF TEF

Value: 340 Look: "Flashy" HHA Theme(s):

Toy Shop, Trendy

Obtainable from: Able Sisters



NIGHT-SKY TEE

Value: 420 Look: "Modern" HHA Theme(s):

None

Obtainable from: Able Sisters

AIRY TEE

Value: 420 Look: "Modern"

HHA Theme(s): None

Obtainable from: Able Sisters



AMETHYST TEE

Value: 360 Look: "Ornate"

HHA Theme(s): None

Obtainable from: Able Sisters (fall)

CROSSING SHIRT

Value: 420 Look: "Flashy" HHA Theme(s):

Trendy

Obtainable from: Able Sisters



NEBULA TEE

Value: 390 Look: "Flashy" HHA Theme(s):

None

Obtainable from: Able Sisters

SPLENDID TEE

Value: 420 Look: "Flashy"

HHA Theme(s):

Trendy

Obtainable from: Able Sisters



DICE TANK

√ 1P 2P 3P 4P

Value: 340 Look: "Flashy" HHA Theme(s):

Toy Shop

Obtainable from: Able Sisters (summer)

JAGGED TEE

√ 1P 2P 3P 4P

Value: 360

Look: "Rock-n'-roll"

HHA Theme(s):

Trendy



SUBDUED-PRINT TEE

√ 1P 2P 3P 4P

Value: 320 Look: "Historical" HHA Theme(s): Harmonious



Obtainable from: Able Sisters (fall)

DESERT-CAMO TEE

√ 1P 2P 3P 4P

Value: 320 Look: "Rock-n'-roll"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)



SHARP OUTFIT

√ 1P 2P 3P 4P

Value: 280 Look: "Historical"

HHA Theme(s): Harmonious

Obtainable from: Able Sisters (winter)

CIRCUIT TANK

√ 1P 2P 3P 4P

Value: 5,120 Look: "Rock-n'-roll" HHA Theme(s):

Sci-Fi

Obtainable from: Able Sisters (fall)



PAINTER'S TEE

√ 1P 2P 3P 4P

Value: 360 Look: "Historical"

Look: "Historical"
HHA Theme(s):
Harmonious

Obtainable from: Able Sisters (fall)

PULSE TANK

√ 1P 2P 3P 4F

Value: 6,000 Look: "Rock-n'-roll"

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: GracieGrace (fall)



JUNGLE-CAMO TEE

√ IP 2P 3P 4P

Value: 320

Look: "Rock-n'-roll"
HHA Theme(s):

None

Obtainable from: Able Sisters

ZEBRA TEE

√ 1P 2P 3P 4P

Value: 6,400

Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: Able Sisters (winter)

TIGER TEE



ARCTIC-CAMO TEE

√ 1P 2P 3P 4P

Value: 320

Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: Able Sisters (winter)

200

V 1P 2P 3P 4P

Value: 6,400

Look: "Rock-n'-roll"

HHA Theme(s):

Obtainable from: GracieGrace (winter)





COW TEE

1P 2P 3P 4P

Value: 6,400 Look: "Flashy" **HHA Theme(s):**



None

Obtainable from: GracieGrace (winter)

CATERPILLAR TANK

Value: 6,800 Look: "Flashy" HHA Theme(s): Toy Shop



Obtainable from: Able Sisters (spring)

LEOPARD TEE

Value: 320 Look: "Rock-n'-roll"



Obtainable from: Able Sisters

FIENDISH SHIRT

Value: 680 Look: "Flashy" **HHA Theme(s):**



Obtainable from: Able Sisters



GIRAFFE TEE

Value: 6,200 Look: "Flashy" HHA Theme(s):

None



Obtainable from: Able Sisters (winter)

PINK WAVE TANK

√ 1P 2P 3P 4P

Value: 420 Look: "Cute" HHA Theme(s):

Fairy Tale

Obtainable from: Able Sisters (summer)

LADYBUG TANK

Value: 5,400 Look: "Flashy" HHA Theme(s):

Toy Shop



Obtainable from: GracieGrace (spring)

FLAN TANK

Value: 5,200 Look: "Flashy"



Obtainable from: GracieGrace (fall)



SPIDERWEB TEE

√ 1P 2P 3P 4P

Value: 320 Look: "Rock-n'-roll" HHA Theme(s): Quirky, Toy Shop



Obtainable from: Able Sisters (summer)

HOT-DOG TANK

√ 1P 2P 3P 4P

Value: 6,000 Look: "Flashy"

HHA Theme(s):

None

Obtainable from: GracieGrace (fall)

SANDWICH TANK

√ 1P 2P 3P 4P

Value: 6,400 Look: "Flashy" HHA Theme(s):

None



Obtainable from: GracieGrace (fall)

HOT SPRING TEE

√ 1P 2P 3P 4P

Value: 520 Look: "Iconic" HHA Theme(s): Harmonious



Obtainable from: Able Sisters (spring)

NOODLE TEE

√ 1P 2P 3P 4P

Value: 380 Look: "Flashy" HHA Theme(s): Harmonious



Obtainable from: Able Sisters

NEW SPRING TEE

√ 1P 2P 3P 4P

Value: 520 Look: "Iconic"

HHA Theme(s): Harmonious

Obtainable from: Able Sisters (spring)

SUNDAE TANK

√ 1P 2P 3P 4P

Value: 420 Look: "Cute" HHA Theme(s): Fairy Tale



Obtainable from: Able Sisters (summer)

CREWEL TEE

√ 1P 2P 3P 4P

Value: 380 Look: "Modern"

HHA Theme(s):

Obtainable from: Able Sisters (winter)

DRAGON SUIT

√ IP 2P 3P 4P

Value: 340 Look: "Sporty" HHA Theme(s): Harmonious.

Toy Shop



Obtainable from: Able Sisters (summer)

TROPICAL TEE

√ IP 2P 3P 4P

Value: 370
Look: "Iconic"

HHA Theme(s): Harmonious, Rustic

Obtainable from: Able Sisters (summer)

PERIWINKLE TEE

√ 1P 2P 3P 4P

Value: 380 Look: "Iconic" HHA Theme(s):

Harmonious



Obtainable from: Able Sisters

CORSETED SHIRT

√ 1P 2P 3P 4P

Value: 400

Look: "Ornate"

HHA Theme(s):
Fairy Tale, Quirky





NOBLE SHIRT

√ 1P 2P 3P 4P

Value: 380 Look: "Ornate"

HHA Theme(s): Antique

Obtainable from: Able Sisters

MILITARY UNIFORM

Value: 380 Look: "Official" HHA Theme(s):

Antique

Obtainable from: Able Sisters



REGGAE TEE RED ALOHA TEE

Value: 15 medals Look: "Iconic"

HHA Theme(s): None

Obtainable from: Island Gift Shop

Value: 320 Look: "Iconic"

HHA Theme(s): None

Obtainable from: Able Sisters



Value: 15 medals Look: "Iconic"

HHA Theme(s): None

Obtainable from: Island Gift Shop

CAMEL SHIRT

Value: 280 Look: "Historical"

HHA Theme(s):

None

Obtainable from: Able Sisters



BONE SHIRT

Value: 280

Look: "Rock-n'-roll" HHA Theme(s):

Quirky

Obtainable from: Able Sisters

CONCIERGE SHIRT

Value: 350 Look: "Official"

HHA Theme(s):

None

Obtainable from: Able Sisters



ZIPPER SHIRT

√ 1P 2P 3P 4P

Value: 320

Look: "Rock-n'-roll" HHA Theme(s):

None

Obtainable from: Able Sisters

HHA Theme(s):

None

Obtainable from: Able Sisters (summer)

SOCCER TEE





RED DOWN JACKET

√ 1P 2P 3P 4P

Value: 520 Look: "Basic" HHA Theme(s):



Obtainable from: Able Sisters (winter)

STRIKING OUTFIT

√ 1P 2P 3P 4P

Value: 460 Look: "Flashy"

HHA Theme(s): **Antique**

Obtainable from: Able Sisters (winter)



BLUE DOWN JACKET

Value: 520 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters (winter)

RED WARM-UP SUIT

Value: 260 Look: "Sporty"

None

Obtainable from: Able Sisters



BEADED SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Ornate"

HHA Theme(s): None

Obtainable from: Able Sisters

BASEBALL SHIRT

√ 1P 2P 3P 4P

Value: 320 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters



WRAP SHIRT

Value: 320 Look: "Sporty"

HHA Theme(s): Antique

Obtainable from: Able Sisters

RED GYM TEE

Value: 420 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)



TIN SHIRT

√ 1P 2P 3P 4P

Value: 400

Look: "Flashy" HHA Theme(s):

Quirky

Obtainable from: Able Sisters

BLUE GYM TEE

√ 1P 2P 3P 4P

Value: 420 Look: "Sporty"

HHA Theme(s):

None





CAVEMAN TANK

√ 1P 2P 3P 4P

Value: 380 Look: "Historical"

HHA Theme(s):

Obtainable from: Able Sisters (summer)

TEAM NTDO TEE

√ 1P 2P 3P 4P

Value: 320 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters



KUNG-FU TFF

/ IP 2P 3P 4P

Value: 360 Look: "Sporty"

HHA Theme(s): Harmonious

Obtainable from: Able Sisters

GRAY PARKA

√ 1P 2P 3P 4P

Value: 400 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters (winter)



PLEATHER VEST

√ 1P 2P 3P 4P

Value: 6,200 Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: Able Sisters (fall)

FISHING VEST

/mmmm

Value: 420 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Able Sisters



FOLK TUNIC

√ 1P 2P 3P 4P

Value: 640 Look: "Iconic"

HHA Theme(s): None

Obtainable from: Able Sisters

SANTA COAT

√ 1P 2P 3P 4P

Value: 420 Look: "Cute"

HHA Theme(s): Toy Shop Obtainable

Shop Obtainable from: Able Sisters (12/1 - 12/24)



CHICK TEE

√ 1P 2P 3P 4P

Value: 420 Look: "Cute"

HHA Theme(s):

None



SCALE-PRINT TEE

√ 1P 2P 3P 4P

Look: "Iconic" HHA Theme(s): Harmonious

Value: 420



Obtainable from: Able Sisters

RED LETTER JACKET

√ 1P 2P 3P 4P

Value: 420

Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: Able Sisters (winter)



JINBEI TOP

Value: 420 Look: "Iconic"



Obtainable from: Able Sisters

BLUE LETTER JACKET

√ 1P 2P 3P 4P

Value: 420

Look: "Rock-n'-roll" **HHA Theme(s):**

None

Obtainable from: Able Sisters (winter)



KANJI TEE

√ 1P 2P 3P 4P

Value: 420

Look: "Rock-n'-roll" HHA Theme(s):

Harmonious

Obtainable from: Able Sisters

BLACK LETTER JACKET

Value: 420

Look: "Rock-n'-roll" HHA Theme(s):

None

Obtainable from: Able Sisters (winter)



RAGLAN SHIRT

Value: 420 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters

TIGER JACKET

Value: 5,000

Look: "Rock-n'-roll"

HHA Theme(s): Harmonious

Obtainable from: GracieGrace

(not on sale)

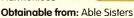


HAPPI TEE

√ 1P 2P 3P 4P

Value: 420

Look: "iconic" HHA Theme(s): Harmonious



√ 1P 2P 3P 4P

Value: 5,200

Harmonious

Obtainable from: GracieGrace

(not on sale)



DRAGON JACKET



RED FLANNEL SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters

LACY WHITE TANK

√ IP 2P 3P 4P

Value: 420 Look: "Cute"

HHA Theme(s):

Fairy Tale

Obtainable from: Able Sisters (summer)



BLUE FLANNEL SHIRT PINK TANK

/ 1P 2P 3P 4P

Value: 420 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters

/ IP 2P 3P 4P

Value: 4,800 Look: "Cute"

HHA Theme(s):

Fairy Tale

Obtainable from: GracieGrace (summer)

BLACK FLANNEL SHIRT

/ 1P 2P 3P 4P

Value: 420 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters

HANTEN SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Iconic"

HHA Theme(s):

Obtainable from: Able Sisters



PINK-BUD TANK

√ IP 2P 3P 4P

Value: 420 Look: "Cute"

HHA Theme(s): Fairy Tale

Obtainable from: Able Sisters (summer)

WORK SHIRT

√ IP 2P 3P 4P

Value: 420 Look: "Official"

HHA Theme(s):

None

Obtainable from: Able Sisters



GARDEN TANK

√ 1P 2P 3P 4P

Value: 420 Look: "Cute" HHA Theme(s)

HHA Theme(s): Fairy Tale, Rustic

Obtainable from: Able Sisters (summer)

TAN PUFFY VEST

√ IP 2P 3P 4P

Value: 420 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters (winter)



AFTER-SCHOOL JACKET

√ 1P 2P 3P 4P

Value: 420

Look: "Rock-n'-roll"

HHA Theme(s): None

Obtainable from: Able Sisters



KIDS' SMOCK

√ 1P 2P 3P 4P

Value: 420 Look: "Cute"

HHA Theme(s): None

Obtainable from: Able Sisters

PRISM TEE

√ 1P 2P 3P 4P

Value: 370 Look: "Flashy"

HHA Theme(s):

None

Obtainable from: Able Sisters



DENIM VEST

√ 1P 2P 3P 4P

Value: 420

Look: "Rock-n'-roll" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)



SCHOOL JACKET

1P 2P 3P 4P

Value: 420 Look: "Official" HHA Theme(s):

None

Obtainable from: Able Sisters

GREEN GYM TEE

√ 1P 2P 3P 4P

Value: 420 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Able Sisters (summer)



MINT SHIRT

1P 2P 3P 4P

Value: 420 Look: "Cute"

HHA Theme(s): None

Obtainable from: Able Sisters

GREEN EMBLEM BLAZER

ACID-WASHED JACKET

√ 1P 2P 3P 4P

Value: 420 Look: "Official"

HHA Theme(s):

None

Obtainable from: Able Sisters



DENIM JACKET

√ 1P 2P 3P 4P

Value: 420 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters



Look: "Rock-n'-roll"

HHA Theme(s):

None





RED RINGMASTER COAT

√ 1P 2P 3P 4P

Value: 6,000 Look: "Ornate"

HHA Theme(s): Antique, Fairy Tale

Obtainable from: GracieGrace (not on

sale)

WHITE TUXEDO JACKET

/ 1P 2P 3P 4P

Value: 6,000 Look: "Official"

HHA Theme(s):

Fairy Tale

Obtainable from: GracieGrace

(not on sale)

BLACK-DENIM JACKET

1 1P 2P 3P 4P

Value: 420 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters

BASKETBALL TANK

√ IP 2P 3P 4P

Value: 420 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)

MATADOR'S JACKET

√ 1P 2P 3P 4P

Value: 5,600 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: GracieGrace

(not on sale)

PINK PARKA

Value: 420

Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters (winter)

JOCKEY SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters



BLUE TRACK JACKET

√ 1P 2P 3P 4P

Value: 420 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters



SWEATER-VEST

√ 1P 2P 3P 4P

Value: 420 Look: "Official"

HHA Theme(s):

None

Obtainable from: Able Sisters

WAISTCOAT

√ 1P 2P 3P 4P

Value: 5,400 Look: "Official"

HHA Theme(s):

None

Obtainable from: GracieGrace

(not on sale)



BLACK TRACK JACKET

√ 1P 2P 3P 4P

Value: 420 Look: "Sporty" HHA Theme(s):



Obtainable from: Able Sisters



BEIGE EMBLEM BLAZER

Value: 420 Look: "Official"

HHA Theme(s): None

Obtainable from: Able Sisters (fall)



RELAY TANK

√ 1P 2P 3P 4P

Value: 420 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters (winter)



SNOWY SWEATER

Value: 420 Look: "Iconic"

HHA Theme(s):

None

Obtainable from: Able Sisters (winter)

CLERK'S SHIRT

1P 2P 3P 4P

Value: 420 Look: "Official" HHA Theme(s):

None

Obtainable from: DLC (JP)

RED JACKET

Value: 420 Look: "Sporty"

HHA Theme(s):

Obtainable from: Able Sisters



GREEN WARM-UP JACKET

√ 1P 2P 3P 4P

Value: 420 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Able Sisters

BLUE JACKET

Value: 420 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Able Sisters



BLUE RINGMASTER COAT

1P 2P 3P 4P

Value: 5,600 Look: "Ornate"

HHA Theme(s):

Antique, Fairy Tale

Obtainable from: GracieGrace

(not on sale)

FLORAL KNIT TEE

Value: 420 Look: "Cute"

HHA Theme(s):

Rustic

Obtainable from: Able Sisters (spring)





DRFAMY TFF

√ 1P 2P 3P 4P

Value: 400 Look: "Cute"

HHA Theme(s):

Rustic

Obtainable from: Able Sisters (spring)

LOUD BLOOM TEE

Value: 360 Look: "Cute" HHA Theme(s):

Rustic

Obtainable from: Able Sisters (summer)



POP BLOOM TEE

Value: 360 Look: "Flashy"

HHA Theme(s): Rustic

Obtainable from: Able Sisters

ROSE-SKY TEE

√ IP 2P 3P 4P

Value: 320 Look: "Cute"

HHA Theme(s)

Rustic

Obtainable from: Able Sisters



SILK BLOOM TEE

Value: 480 Look: "Cute"

HHA Theme(s): Rustic

Obtainable from: Able Sisters (spring)

BLUE DIAMOND SHIRT

Value: 370 Look: "Modern" HHA Theme(s):

None

Obtainable from: Able Sisters



BLOSSOM TEE

√ 1P 2P 3P 4P

Value: 370 Look: "Cute" HHA Theme(s):

Fairy Tale, Rustic

Obtainable from: Able Sisters (spring)

LOTUS TEE

√ 1P 2P 3P 4P

Value: 400 Look: "Cute"

HHA Theme(s):

Rustic

Obtainable from: Able Sisters (summer)



YELLOW ALOHA TEE

√ 1P 2P 3P 4P

Value: 15 medals Look: "Cute"

HHA Theme(s):

Rustic

Obtainable from: Island Gift Shop (rare)

ROSE TEE

√ 1P 2P 3P 4P

Value: 480 Look: "Cute" HHA Theme(s):

Rustic



PEP-SQUAD TEE

√ 1P 2P 3P 4P

Value: 280 Look: "Sporty" HHA Theme(s):



Obtainable from: Able Sisters

SWELL SHIRT

/ 1P 2P 3P 4P

Value: 400 Look: "Modern" HHA Theme(s):

Trendy

Obtainable from: Able Sisters

Value: 240 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters



ANARY SHIRT

BLUE PJ SHIRT

√ 1P 2P 3P 4P

Value: 480 Look: "Official" HHA Theme(s): Fairy Tale

Obtainable from: Able Sisters (spring)



GO-GO SHIRT

Value: 360 Look: "Modern"

HHA Theme(s): Trendy

Obtainable from: Able Sisters (fall)

FLIGHT-CREW SHIRT

Value: 1,200 Look: "Official" HHA Theme(s):

None

Obtainable from: Able Sisters



FESTIVALE TANK

1P 2P 3P 4P

Value: 360 Look: "Iconic" HHA Theme(s):

Obtainable from: Able Sisters (the week before Festivale through Festivale)

AFÉ UNIFORM

Value: 360 Look: "Official"

Trendy

HHA Theme(s):

Obtainable from: Brewster (working at The Roost)

PINK PJ SHIRT

√ 1P 2P 3P 4P

Value: 240 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters

Value: 480

Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters (winter)









SHEARLING COAT

√ 1P 2P 3P 4P

Value: 480 Look: "Cute" HHA Theme(s):



None

Obtainable from: Able Sisters (winter)

GRAY TANK

√ 1P 2P 3P 4P

Value: 360 Look: "Sporty" **HHA Theme(s):**

None

Obtainable from: Able Sisters (summer)



MOD SHIRT

Value: 4,800 Look: "Cute"



Obtainable from: GracieGrace

(not on sale)

PREPPY SHIRT

Value: 360 Look: "Modern" HHA Theme(s):

None

Obtainable from: Able Sisters (spring)

TACKY SWEATER

√ 1P 2P 3P 4P

Value: 5,200 Look: "Iconic"

HHA Theme(s): None

Obtainable from: GracieGrace

(not on sale)

FLOWERY TEE

Value: 480 Look: "Cute"

HHA Theme(s):

Rustic

Obtainable from: Able Sisters



SUNFLOWER TEE

Value: 360 Look: "Cute"

HHA Theme(s):

Rustic

Obtainable from: Able Sisters (summer)

HHA TEE

Value: 100 Look: "Basic"

HHA Theme(s):

None

Obtainable from: HHA (10,000 points)



GREEN-STRIPE TANK

√ 1P 2P 3P 4P

Value: 320 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)

HHA JACKET

√ 1P 2P 3P 4P

Value: 100 Look: "Official"

HHA Theme(s): None

Obtainable from: HHA (30,000 points)





DR. SHRUNK'S JACKET

Value: 800 Look: "Flashy" HHA Theme(s):

Toy Shop

Obtainable from: Dr Shrunk



MVP SHIRT

Value: 370 Look: Sporty HHA Theme(s):

None

Obtainable from: Able Sisters



24-HOUR-SHOP UNIFORM

√ 1P 2P 3P 4P

Value: 2.844 Look: "Official" HHA Theme(s):

None

Obtainable from: DLC (JP)

JADE PLAID SHIRT

√ 1P 2P 3P 4P

Value: 360 Look: "Modern" HHA Theme(s):

None

Obtainable from: Able Sisters



SWELL TEE

Value: 400 Look: "Modern" HHA Theme(s):

Trendy

Obtainable from: Able Sisters

RED-CHECK SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters (spring)



BLUE DIAMOND TEE

√ 1P 2P 3P 4P

Value: 370 Look: "Modern" HHA Theme(s):

Trendy

Obtainable from: Able Sisters

RUGBY SHIRT

√ 1P 2P 3P 4P

Value: 420

Look: "Rock-n'-roll" HHA Theme(s):

None

Obtainable from: Able Sisters

PAINTER'S SHIRT



RAGLAN TEE

√ 1P 2P 3P 4P

Value: 420 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters

√ 1P 2P 3P 4P

Value: 420

Look: "Historical" HHA Theme(s):

Harmonious





PULSE SHIRT

√ 1P 2P 3P 4P

Value: 6,400 Look: "Rock-n'-roll"

HHA Theme(s):

Sci-Fi

Obtainable from: GracieGrace (winter)

TAN DOGTOOTH SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Iconic" HHA Theme(s):

None

Obtainable from: Able Sisters (fall)



TOAD SHIRT

Value: 420 Look: "Cute"

HHA Theme(s): Fairy Tale, Rustic

Obtainable from: Able Sisters (fall)

BAD PLAID SHIRT

Value: 420 Look: "Iconic"

HHA Theme(s):

None

Obtainable from: Able Sisters

FROG SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: Cute

HHA Theme(s): None

Obtainable from: Able Sisters (summer)

FERN SHIRT

V 1P 2P 3P 4P

Value: 420 Look: "Basic"

HHA Theme(s): Rustic

Obtainable from: Able Sisters (summer)

BLUE-GRID SHIRT

Value: 420 Look: "Basic" HHA Theme(s):

Obtainable from: Able Sisters (summer)

ARCTIC-CAMO SHIRT

Value: 420

KUNG-FU SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Sporty"

HHA Theme(s):

Harmonious

Obtainable from: Able Sisters

Look: "Historical"

HHA Theme(s):

Rustic







ELEPHANT SHIRT

Value: 420 Look: Cute



Obtainable from: Able Sisters

RED-GRID SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters (fall)



CHAIN-GANG SHIRT

Value: 420 Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: Able Sisters



DOGTOOTH SHIRT

Value: 420

HHA Theme(s):

Obtainable from: Able Sisters (winter)

/ 1P 2P 3P 4P Look: "Iconic" None

MOLDY SHIRT

√ 1P 2P 3P 4P

Value: 400 Look: "Flashy" **HHA Theme(s):**

Quirky

Obtainable from: Able Sisters

WAFFLE SHIRT

Value: 420 Look: "Iconic"

HHA Theme(s):

None

Obtainable from: Able Sisters (fall)



VEGETARIAN SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters



BLUE-CHECK SHIRT

J 1P 2P 3P 4P

Value: 420 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters (winter)



PICNIC SHIRT

Value: 420 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters (fall)



NATTY SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Cute" HHA Theme(s):

Fairy Tale





PINK TARTAN SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Cute" HHA Theme(s):

Fairy Tale

Obtainable from: Able Sisters (spring)

DAZED SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Cute" HHA Theme(s):

None

Obtainable from: Able Sisters (fall)



CHECKERBOARD SHIRT

1P 2P 3P 4P

Value: 420

Look: "Rock-n'-roll"

HHA Theme(s): None

Obtainable from: Able Sisters

NEBULA SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Flashy"

HHA Theme(s):

None

Obtainable from: Able Sisters



DARK POLKA SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Modern"

HHA Theme(s): None

Obtainable from: Able Sisters (winter)

BUBBLE-GUM SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Able Sisters (spring)



LEMON GINGHAM SHIRT

Value: 420 Look: "Cute" HHA Theme(s):

None

Obtainable from: Able Sisters (spring)

BLUE-BAR SHIRT

1P 2P 3P 4P

Value: 420 Look: "Basic"

HHA Theme(s):

Trendy

Obtainable from: Able Sisters (fall)

LITE POLKA SHIRT



BROWN-BAR SHIRT

√ 1P 2P 3P 4P

Value: 5,000 Look: "Modern"

HHA Theme(s): None

Obtainable from: GracieGrace (spring)

√ 1P 2P 3P 4P

Value: 420

Look: "Cute" HHA Theme(s):

None





YELLOW-BAR SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Basic"



Obtainable from: Able Sisters

Value: 420 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Able Sisters (fall)

YELLOW TARTAN SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Cute" HHA Theme(s):

None

Obtainable from: Able Sisters (spring)

CANDY GINGHAM SHIRT

RED-BAR SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Cute" HHA Theme(s):

None

Obtainable from: Able Sisters (spring)

AMETHYST SHIRT

Value: 420 Look: "Ornate"

HHA Theme(s): None

Obtainable from: Able Sisters (fall)

SKULL SHIRT

√ 1P 2P 3P 4P Value: 420

Look: "Rock-n'-roll"

HHA Theme(s):

Quirky

Obtainable from: Able Sisters



1P 2P 3P 4P

Value: 420 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)

FLAME SHIRT

Value: 420

Look: "Rock-n'-roll" HHA Theme(s):

None

Obtainable from: Able Sisters



GRAPE-STRIPE SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Modern" HHA Theme(s):

None

Obtainable from: Able Sisters

√ 1P 2P 3P 4P

Value: 420

Look: "Historical"

HHA Theme(s): Harmonious





GREEN-BAR SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Basic" HHA Theme(s):



None

Obtainable from: Able Sisters (spring)

BEATNIK SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Sporty" HHA Theme(s):

None



Obtainable from: Able Sisters (fall)

GELATO SHIRT

Value: 420 Look: "Cute"



None

Obtainable from: Able Sisters

GOLD-BAR SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Historical" HHA Theme(s):

Trendy

Obtainable from: Able Sisters (winter)

DAPPER SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters (winter)

FALL PLAID SHIRT

/ 1P 2P 3P 4P

Value: 420 Look: "Iconic"

HHA Theme(s):

None

Obtainable from: Able Sisters (fall)



1P 2P 3P 4P

Value: 420

Look: "Rock-n'-roll" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)

BLUE TARTAN SHIRT

Value: 420 Look: "Official"

HHA Theme(s):

None

Obtainable from: Able Sisters (fall)

JUNGLE-CAMO SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: Able Sisters



MINT GINGHAM SHIRT

√ 1P 2P 3P 4P

Look: "Basic"

HHA Theme(s):

None



BEAR SHIRT

1P 2P 3P 4P

Value: 420 Look: Cute HHA Theme(s):

None



Obtainable from: Able Sisters

PURPLE TIE-DYE TANK

/ 1P 2P 3P 4P

Value: 280 Look. "Basic"



None

Obtainable from: Able Sisters (summer)



MELON GINGHAM SHIRT

√ 1P 2P 3P 4P

Value: 420 Look: "Cute" HHA Theme(s):



None Obtainable from: Able Sisters (spring)

SNO-CONE TANK

√ 1P 2P 3P 4P

Value: 280 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)



BLUE PLAID SHIRT

Value: 420 Look: "Modern" HHA Theme(s): None



Obtainable from: Able Sisters (fall)

AQUA POLKA TANK

√ 1P 2P 3P 4P

Value: 280 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)

PEACHY TANK

1P 2P 3P 4P

Value: 280

Look: "Rock-n'-roll" HHA Theme(s):

Obtainable from: Able Sisters (summer)

ZIPPER TANK

Value: 280

Look: "Cute" HHA Theme(s):

Obtainable from: Able Sisters (spring)

REGGAE TANK



MISTY TANK

√ 1P 2P 3P 4P

Value: 280

Look: "Historical" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)

√ 1P 2P 3P 4P

Value: 280 Look: "Iconic" HHA Theme(s):

None





BLUE ARGYLE TANK

√ 1P 2P 3P 4P

Value: 5200 Look: "Iconic" HHA Theme(s):



None

Obtainable from: DLC (JP)

JAGGED TANK

Value: 280 Look: "Rock-n'-roll"

HHA Theme(s): Trendy

Obtainable from: Able Sisters (summer)



TWINKLE TANK

Value: 280 Look: "Flashy" HHA Theme(s): None



Obtainable from: Able Sisters (summer)

RALLY TANK

Value: 280 Look: "Sporty" HHA Theme(s):

Trendy

Obtainable from: Able Sisters (summer)

GREEN TIE-DYE TANK

Value: 280 Look: "Basic" HHA Theme(s):

None



Obtainable from: Able Sisters (summer)

BUBBLE TANK

Value: 280 Look: "Cute"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)

COOL TANK

Value: 5,200 Look: "Modern" HHA Theme(s):

Trendy



Obtainable from: GracieGrace (summer)

DEEP-BLUE TANK

Value: 280 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Able Sisters (summer)



OPTICAL TANK

√ 1P 2P 3P 4P

Value: 280 Look: "Flashy" HHA Theme(s):



Trendy

Obtainable from: Able Sisters (summer)

BEADED TANK

√ 1P 2P 3P 4P

Value: 280

Look: "Ornate" HHA Theme(s):

None

CORAL TANK

1P 2P 3P 4P

Value: 5.600 Look: "Ornate"



Obtainable from: GracieGrace (summer)

TROPICAL TANK

Value: 280 Look: "Iconic" **HHA Theme(s):**

Harmonious

Obtainable from: Able Sisters (summer)

PINK ARGYLE TANK

1P 2P 3P 4P

Value: 5,200 Look: "Cute" HHA Theme(s):

Fairy Tale

Obtainable from: GracieGrace (summer)

SUNSET TANK

Value: 280 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)

FUNKY-DOT TANK

Value: 280 Look: "Cute" HHA Theme(s):

Trendy

Obtainable from: Able Sisters (summer)

BLUE TIE-DYE TANK

Value: 280 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)

GIRAFFE TANK



1P 2P 3P 4P

Value: 5,800 Look: "Flashy" HHA Theme(s):

Obtainable from: Able Sisters (summer)

Value: 5,800 Look: "Flashy"

HHA Theme(s):

Obtainable from: Able Sisters (summer)



FRESH TANK

√ 1P 2P 3P 4P

Value: 280 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)

Value: 280

Look: "Basic" HHA Theme(s):

None







ZEBRA TANK

√ 1P 2P 3P 4P

Value: 5,800 Look: "Rock-n'-roll"



Obtainable from: Able Sisters (summer)

BEATNIK TANK

√ 1P 2P 3P 4P

Value: 280 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)

TIGER TANK

Value: 5,800 Look: "Rock-n'-roll"

HHA Theme(s): None

Obtainable from: GracieGrace (summer)

BIG-DOT TANK

Value: 280 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters (summer)

RED TIE-DYE TANK

Value: 280 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)

RAINBOW TANK

√ 1P 2P 3P 4P

Value: 777 Look: "Ornate"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)

PEP-SQUAD TANK

Value: 280 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)

Value: 280

None

Obtainable from: Able Sisters (summer)

DAWN TANK

√ 1P 2P 3P 4P

Value: 280 Look: "Iconic" HHA Theme(s):

None



Obtainable from: Able Sisters (summer)

COW TANK

√ 1P 2P 3P 4P

Value: 5,800

Look: "Flashy" HHA Theme(s):

None

Obtainable from: GracieGrace (summer)







LEOPARD TANK









CYAN ARGYLE TANK

√ 1P 2P 3P 4P

Value: 5,000 Look: "Cute" HHA Theme(s):

None

Obtainable from: GracieGrace (summer)





Bottoms

JUNGLE-CAMO SHORTS

√ 1P 2P 3P 4P

Value: 640

Look: "Rock-n'-roll"

HHA Theme(s): None

Obtainable from: Able Sisters



TAN DOGTOOTH PANTS

PATCHED PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Iconic"

HHA Theme(s):

None

Obtainable from: Able Sisters

√ 1P 2P 3P 4P

Value: 640

Look: "Rock-n'-roll" HHA Theme(s):

None

Obtainable from: Able Sisters

JUNGLE-CAMO PANTS



CARGO PANTS

√ 1P 2P 3P 4P

Value: 480

Look: "Rock-n'-roll" HHA Theme(s):

None

Obtainable from: Able Sisters

DOGTOOTH PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Iconic" **HHA Theme(s):**

None

Obtainable from: Able Sisters (winter)

√ 1P 2P 3P 4P

Value: 400

Look: "Historical" HHA Theme(s):

None

Obtainable from: Halloween

(neighbor trick)

SANTA PANTS

1P 2P 3P 4P

Value: 800 Look: "Cute"

HHA Theme(s): Toy

Shop

Obtainable from: Able Sisters

(12/1 - 12/24)

LEOPARD PANTS

√ 1P 2P 3P 4P

Value: 480

Look: "Rock-n'-roll"

HHA Theme(s):

None





LEOPARD SKIRT

√ 1P 2P 3P 4P

Value: 480

Look: "Rock-n'-roll" HHA Theme(s):

None

Obtainable from: Able Sisters

TIGER PANTS

Look: "Rock-n'-roll"

None

Obtainable from: GracieGrace (winter)

√ 1P 2P 3P 4P Value: 3,600 HHA Theme(s):

DENIM SKIRT

√ 1P 2P 3P 4P

Value: 480 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

ZEBRA PANTS

√ 1P 2P 3P 4P

Value: 3,600 Look: "Rock-n'-roll"

HHA Theme(s): None

Obtainable from: GracieGrace (winter)

LITE POLKA SKIRT

Value: 480 Look: "Cute"

HHA Theme(s): None

Obtainable from: Able Sisters

MATADOR'S PANTS

Value: 3,600 Look: "Sporty"

HHA Theme(s): None

Obtainable from: GracieGrace

(not on sale)

COW PANTS

Value: 3,600 Look: "Flashy" HHA Theme(s):

None

Obtainable from: GracieGrace (winter)

BASEBALL PANTS

Value: 480 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Able Sisters



GIRAFFE PANTS

1P 2P 3P 4P

Value: 3.600 Look: "Flashy" **HHA Theme(s):**

None

Obtainable from: GracieGrace (winter)

BONE PANTS

Value: 480

Look: "Rock-n'-roll" HHA Theme(s):

Quirky







ARCTIC-CAMO PANTS

√ 1P 2P 3P 4P

Value: 480

Look: "Rock-n'-roll" HHA Theme(s):

None

Obtainable from: Able Sisters

PEP-SQUAD SKIRT

√ 1P 2P 3P 4P

Value: 640 Look: "Sporty" HHA Theme(s):

Obtainable from: Able Sisters



DESERT-CAMO PANTS

√ 1P 2P 3P 4P

Value: 480

Look: "Rock-n'-roll" HHA Theme(s):

None

Obtainable from: Able Sisters

NEW SPRING SKIRT

√ 1P 2P 3P 4P

Value: 480 Look: "Iconic"

HHA Theme(s): None

Obtainable from: Able Sisters (spring)

CAVEMAN SHORTS

Value: 360 Look: "Historical"

HHA Theme(s): None

Obtainable from: Able Sisters

HOT SPRING SKIRT

√ 1P 2P 3P 4P

Value: 480 Look: "Iconic" HHA Theme(s): Fairy Tale

Obtainable from: Able Sisters (spring)



BLUE BOXING SHORTS

√ 1P 2P 3P 4P

Value: 400 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Able Sisters

GRAY SWEATPANTS

FUNKY-DOT SKIRT

Value: 480 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters



RED BOXING SHORTS

√ 1P 2P 3P 4P

Value: 400

Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

√ 1P 2P 3P 4P

Value: 360 Look: "Cute" HHA Theme(s):

Trendy





FLAME PANTS

√ 1P 2P 3P 4P

Value: 360

Look: "Rock-n'-roll" HHA Theme(s):

None

Obtainable from: Able Sisters

BROWN PLAID SHORTS

None

Obtainable from: GracieGrace (summer)

Value: 3,600 Look: "Basic" HHA Theme(s):

GREEN PLAID SHORTS

Value: 360 Look: "Cute"

HHA Theme(s): None

Obtainable from: Able Sisters

RAINBOW PLAID SHORTS

√ 1P 2P 3P 4P

Value: 3,600 Look: "Cute"

HHA Theme(s):

None

Obtainable from: GracieGrace (summer)

DRAGON LEGGINGS

√ 1P 2P 3P 4P

Value: 320 Look: "Sporty"

HHA Theme(s): Toy

Shop

Obtainable from: Able Sisters (summer)

MINT GINGHAM SKIRT

Obtainable from: Able Sisters



CHECKERBOARD SKIRT

Value: 480

Look: "Rock-n'-roll" **HHA Theme(s):**

None

Obtainable from: Able Sisters

BLUE POLKA SHORTS

Value: 400 Look: "Cute"

HHA Theme(s):

Trendy

Obtainable from: Able Sisters



PICNIC SKIRT

√ 1P 2P 3P 4P

Value: 480 Look: "Basic" HHA Theme(s):

None



Obtainable from: Able Sisters (fall)

CORSETED SKIRT

√ 1P 2P 3P 4P

Value: 480

Look: "Ornate" HHA Theme(s):

Fairy Tale, Quirky





BLUF-GRID SKIRT

1P 2P 3P 4P

Value: 360 Look: "Basic"



Obtainable from: Able Sisters (summer)

PATCHED-KNEE PANTS

√ 1P 2P 3P 4P

Value: 3,600 Look: "Iconic"



Obtainable from: GracieGrace (spring)

RED-GRID SKIRT

√ 1P 2P 3P 4P

Value: 360 Look: "Basic" HHA Theme(s):

None



Obtainable from: Able Sisters (fall)

BLUE GYM SHORTS

√ 1P 2P 3P 4P

Value: 320 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)

GREEN GYM SHORTS

√ 1P 2P 3P 4P

Value: 320 Look: "Sporty" **HHA Theme(s):**

None

Obtainable from: Able Sisters

RED GYM SHORTS

√ 1P 2P 3P 4P

Value: 320 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)

BLUE WARM-UP PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

GREEN WARM-UP PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

RED WARM-UP PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Able Sisters (winter)

KUNG-FU PANTS

√ 1P 2P 3P 4P

Value: 360 Look: "Sporty"

HHA Theme(s): Harmonious





PLEATHER PANTS

√ 1P 2P 3P 4P

Value: 3,600 Look: "Rock-n'-roll"





Obtainable from: GracieGrace (not on

MILITARY PANTS

√ 1P 2P 3P 4P

Value: 600 Look: "Official" HHA Theme(s):

Antique

Obtainable from: Able Sisters

DARK POLKA SKIRT

√ 1P 2P 3P 4P

Value: 480 Look: "Modern" HHA Theme(s):

None

Obtainable from: Able Sisters (winter)

WHITE-LACE SKIRT

Value: 3,600 Look: "Cute"

HHA Theme(s):

None

Obtainable from: GracieGrace (summer)

SAILOR SKIRT

√ 1P 2P 3P 4P

Value: 600 Look: "Official"

HHA Theme(s):

None

Obtainable from: Able Sisters

JINBEI SHORTS

√ 1P 2P 3P 4P

Value: 360

Look: "Iconic" HHA Theme(s):

Harmonious

Obtainable from: Able Sisters

CUFFED PANTS

1P 2P 3P 4P

Value: 480 Look: "Cute" HHA Theme(s):

None

Obtainable from: Able Sisters

KILT

Value: 600 Look: "Iconic"

HHA Theme(s): None

Obtainable from: Able Sisters



PINK SWEATPANTS

Value: 360 Look: "Sporty" HHA Theme(s):

Fairy Tale

Obtainable from: Able Sisters



CHINO PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Basic"

HHA Theme(s):



GRAY TARTAN SKIRT

√ 1P 2P 3P 4P

Value: 360 Look: "Iconic"



Obtainable from. Able Sisters

HHA Theme(s):

TWO-TONE PANTS

√ 1P 2P 3P 4P

Value: 3,600 Look: "Flashy" HHA Theme(s):

None

Obtainable from: GracieGrace (spring)

NATTY SKIRT

Value: 480 Look: "Cute"

HHA Theme(s): Fairy Tale

Obtainable from: Able Sisters (summer)

DAPPER SKIRT

Value: 480 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters (winter)

SOCCER SHORTS

√ 1P 2P 3P 4P

Value: 600 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

BLACK TRACK PANTS

√ 1P 2P 3P 4P

Value: 360 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters

RUNNING PANTS

√ 1P 2P 3P 4P

Value: 360 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Able Sisters



GRAY FORMAL PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Official" HHA Theme(s):

None

Obtainable from: Able Sisters



NAVY FORMAL PANTS

Value: 480 Look: "Official"

HHA Theme(s):

None

Obtainable from: Able Sisters

BLACK FORMAL PANTS

√ 1P 2P 3P 4P

Value: 480

Look: "Official" HHA Theme(s):





WHITE FORMAL PANTS

√ IP 2P 3P 4P

Value: 3,600 Look: "Official" HHA Theme(s):



Obtainable from: GracieGrace

(not on sale)

RED-STRIPE PANTS

√ 1P 2P 3P 4P

Value: 360 Look: "Flashy" HHA Theme(s):

None

Obtainable from: Able Sisters

I I

RED PLAID SKIRT

√ 1P 2P 3P 4P

Value: 360 Look: "Cute" HHA Theme(s):

None

Obtainable from: Able Sisters

PASTEL-CHECK SKIRT

√ 1P 2P 3P 4P

Value: 360 Look: "Cute"

HHA Theme(s):

Obtainable from: Able Sisters



GRASS SKIRT

√ 1P 2P 3P 4P

Value: 480 Look: "Iconic"

HHA Theme(s): Harmonious, Rustic

Obtainable from: Able Sisters

RED TARTAN PANTS

√ 1P 2P 3P 4P

Value: 360 Look: "Iconic" HHA Theme(s):

None

Obtainable from: Able Sisters (fall)

RED POLKA SKIRT

√ 1P 2P 3P 4P

Value: 360 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Able Sisters

DRY-DENIM PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters

BLACK-DENIM SKIRT

√ 1P 2P 3P 4P

Value: 480 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters

ACID-WASHED PANTS

√ 1P 2P 3P 4P

Value: 3,600 Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: GracieGrace (fall)



GRAY-STRIPE PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Basic"



Obtainable from: Able Sisters

PINK ARGYLE SKIRT

√ 1P 2P 3P 4P

Value: 3,600 Look: "Cute" HHA Theme(s):



Obtainable from: GracieGrace (spring)

BLACK-DENIM PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Basic" HHA Theme(s): None



Obtainable from: Able Sisters

GREEN TARTAN PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters

WORN-OUT JEANS

Value: 3,600 Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: GracieGrace (not on sale)

DRY-DENIM SKIRT

√ 1P 2P 3P 4P

Value: 480 Look: "Rock-n'-roll"

HHA Theme(s): None

Obtainable from: Able Sisters

EMERALD POLKA SKIRT

√ 1P 2P 3P 4P

Value: 600 Look: "Cute" HHA Theme(s):



Obtainable from: Able Sisters

ALOHA SHORTS

√ 1P 2P 3P 4P

Value: 15 medals Look: "Iconic"

HHA Theme(s):

None

Obtainable from: Island Gift Shop

BROWN ARGYLE SKIRT

√ 1P 2P 3P 4P

Value: 3,600 Look: "Iconic"

HHA Theme(s): None

Obtainable from: GracieGrace (fall)

√ 1P 2P 3P 4P

Value: 480

Look: "Basic" HHA Theme(s):

None









FESTIVALE PANTS

√ 1P 2P 3P 4P

Value: 480 Look: "Iconic"

HHA Theme(s): None

Obtainable from: Able Sisters (the week before Festivale through Festivale)

PINK PJ BOTTOMS

√ 1P 2P 3P 4P

Value: 240 Look: "Basic"

HHA Theme(s): None

Obtainable from: Able Sisters

BLUE PJ BOTTOMS

√ 1P 2P 3P 4P

Value: 240 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters

BASKETBALL SHORTS

√ 1P 2P 3P 4P

Value: 480 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Able Sisters

RELAY SHORTS

√ 1P 2P 3P 4P

Value: 360 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Able Sisters

BROWN FORMAL PANTS

Value: 480 Look: "Official"

HHA Theme(s): None

Obtainable from: Able Sisters

BLACK FORMAL SKIRT

√ 1P 2P 3P 4P

Value: 360 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters



GRAY FORMAL SKIRT

√ 1P 2P 3P 4P

Value: 360 Look "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters



NAVY FORMAL SKIRT

Value: 360 Look: "Basic" HHA Theme(s):

None





Dresses

FESTIVE DRESS

√ 1P 2P 3P 4P

Value: 680 Look: "Cute"



Obtainable from: Able Sisters (12/1 through 12/24)

MUUMUU

Value: 15 medals Look: "Iconic" HHA Theme(s): Fairy Tale



Obtainable from: Island Gift Shop

BLUE DOTTED DRESS

Value: 7,200 Look: "Cute" HHA Theme(s):

None



Obtainable from: GracieGrace (not on sale)

TAN DOGTOOTH DRESS

Value: 7,200 Look: "Iconic" HHA Theme(s): None



Obtainable from: GracieGrace

(not on sale)

PRIM OUTFIT

✓ 1P 2P 3P 4P

Value: 620 Look: "Basic" HHA Theme(s): None



Obtainable from: Able Sisters

OVERALL DRESS

Value: 580 Look: "Cute" HHA Theme(s):

None



Obtainable from: Able Sisters

PINK LACE-UP DRESS

√ 1P 2P 3P 4P

Value: 7 200 Look: "Ornate"

HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (spring)

ACADEMY UNIFORM

√ 1P 2P 3P 4P

Value: 720 Look: "Official"

HHA Theme(s): None

Obtainable from: Able Sisters

PREP-SCHOOL UNIFORM

√ 1P 2P 3P 4P

Value: 760 Look: "Official"

HHA Theme(s):

None

Obtainable from: Able Sisters

BLUE PARTY DRESS

V 1P 2P 3P 4P

Value: 8,000 Look: "Official" HHA Theme(s):



Fairy Tale

Obtainable from: GracieGrace

(not on sale)



PINK PARTY DRESS

1P 2P 3P 4P

Value: 8.000 Look: "Official" HHA Theme(s):

Fairy Tale

Obtainable from: GracieGrace (not on sale)

YELLOW DOTTED DRESS

√ 1P 2P 3P 4P

Value: 7,200 Look: "Cute"

HHA Theme(s):

None

Obtainable from: GracieGrace

(not on sale)

PINAFORE

√ 1P 2P 3P 4P

Value: 580 Look: "Iconic"

HHA Theme(s): Harmonious

Obtainable from: Able Sisters

PLAID CAMI DRESS

√ 1P 2P 3P 4P

Value: 600 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Able Sisters

GREEN DRESS

√ 1P 2P 3P 4P

Value: 640 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Able Sisters

BUTTERFLY DRESS

/ 1P 2P 3P 4P

Value: 7.200 Look: "Ornate" HHA Theme(s):

Fairy Tale, Quirky

Obtainable from: GracieGrace (summer)

GAUDY DRESS

√ 1P 2P 3P 4P

Value: 800 Look: "Iconic" HHA Theme(s):

Harmonious

Obtainable from: Able Sisters (spring)

FLEECE DRESS

√ 1P 2P 3P 4P

Value: 720 Look: "Cute"

HHA Theme(s): Fairy Tale

Obtainable from: Able Sisters

VOGUE DRESS

Value: 680 Look: "Cute"

HHA Theme(s): Rustic

Obtainable from: Able Sisters (spring)

CITRUS GINGHAM DRESS

√ 1P 2P 3P 4P

Value: 640 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Able Sisters (spring)



FLORAL KNIT DRESS

√ 1P 2P 3P 4P

Value: 640 Look: "Cute" HHA Theme(s):

Rustic



Obtainable from: Able Sisters (spring)

LOUD BLOOM DRESS

Value: 640 Look: "Cute" HHA Theme(s): Rustic



Obtainable from: Able Sisters (summer)

DREAMY TANK DRESS

√ 1P 2P 3P 4P

Value: 640 Look: "Cute"

HHA Theme(s): Rustic

Obtainable from: Able Sisters (spring)

ROSE TANK DRESS

√ 1P 2P 3P 4P

Value: 680 Look: "Cute" HHA Theme(s):

Rustic

Obtainable from: Able Sisters (summer)



Value: 680 Look: "Cute" HHA Theme(s):

Rustic



Obtainable from: Able Sisters (spring)

ROSE-SKY TANK DRESS

√ 1P 2P 3P 4P

Value: 680 Look: "Cute" HHA Theme(s):

Rustic

Obtainable from: Able Sisters (summer)



√ 1P 2P 3P 4P

Value: 640 Look: "Flashy"



Obtainable from: Able Sisters (summer)

LOTUS TANK DRESS

√ 1P 2P 3P 4P

Value: 640 Look: "Cute" HHA Theme(s):

Rustic

Obtainable from: Able Sisters (summer)



BLOSSOM DRESS

√ 1P 2P 3P 4P

Value: 640 Look: "Cute" HHA Theme(s):

Rustic



Obtainable from: Able Sisters (spring)

BLUE RETRO DRESS

√ 1P 2P 3P 4P

Value: 720 Look: "Modern"

HHA Theme(s):

None





ORANGE RETRO DRESS

√ 1P 2P 3P 4P

Value: 680 Look: "Official"

HHA Theme(s): None

Obtainable from: Able Sisters

BLUE LACE-UP DRESS

Value: 700 Look: "Ornate"

HHA Theme(s): None

Obtainable from: Able Sisters



COOL DRESS

1P 2P 3P 4P

Value: 6,400 Look: "Modern"

HHA Theme(s):

Trendy

Obtainable from: GracieGrace (fall)

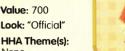
ORANGE LACE-UP DRESS

1P 2P 3P 4P

Value: 700 Look: "Official"

None

Obtainable from: Able Sisters



MOLDY DRESS

Value: 400 Look: "Flashy"

HHA Theme(s): Quirky

Obtainable from: Able Sisters

GREEN LACE-UP DRESS

1P 2P 3P 4P

Value: 700 Look: "Official"

HHA Theme(s):

None

Obtainable from: Able Sisters



BLOSSOMING DRESS

Value: 620 Look: "Iconic" HHA Theme(s):

Harmonious, Rustic

Obtainable from: Able Sisters (spring)

LIME DRESS

Value: 640 Look: "Cute"

HHA Theme(s):

Rustic

Obtainable from: Able Sisters (spring)



RIBBON DRESS

√ 1P 2P 3P 4P

Value: 720 Look: "Cute"

HHA Theme(s):

Fairy Tale

Obtainable from: Able Sisters (spring)

TURNIP DRESS

√ 1P 2P 3P 4P

Value: 620

Look: "Cute" HHA Theme(s):

None



YODEL DRESS

√ 1P 2P 3P 4P

Value: 680 Look: "Iconic" HHA Theme(s):

None



Obtainable from: Able Sisters

PRINCESS DRESS

√ 1P 2P 3P 4P

Value: 1,000 Look: "Ornate" HHA Theme(s):

Fairy Tale

Obtainable from: Able Sisters



RED RIDING DRESS

√ 1P 2P 3P 4P

Look: "Cute" HHA Theme(s): Fairy Tale

Value: 680



Obtainable from: Able Sisters (fall)

FAIRY-TALE DRESS

√ 1P 2P 3P 4P

Value: 640 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Able Sisters

SKY DRESS

Value: 640 Look: "Official" HHA Theme(s):

None



Obtainable from: Able Sisters

PINK POLKA DRESS

√ 1P 2P 3P 4P

Value: 620 Look: "Iconic"

HHA Theme(s): None

Obtainable from: Able Sisters



TOGA

✓ 1P 2P 3P 4P

Value: 640 Look: "Iconic" HHA Theme(s): Antique



Obtainable from: Able Sisters (summer)

PALATIAL TANK DRESS

√ 1P 2P 3P 4P

Value: 640 Look: "Iconic"

HHA Theme(s):

Antique

Obtainable from: Able Sisters (summer)



WAITRESS DRESS

√ 1P 2P 3P 4P

Value: 800 Look: "Official" HHA Theme(s):

None



Obtainable from: Able Sisters

FLUFFY DRESS

√ 1P 2P 3P 4P

Value: 720 Look: "Cute"

HHA Theme(s):

None





PLUM COAT

√ 1P 2P 3P 4P

Value: 800 Look: "Ornate" HHA Theme(s):

None



Obtainable from: Able Sisters (winter)

POLKA-DOT DRESS

√ 1P 2P 3P 4P

Value: 2,000 Look: "Cute" HHA Theme(s):



Obtainable from: Able Sisters

FROCK COAT

Value: 1,000 Look: "Ornate" HHA Theme(s): **Antique**



Obtainable from: Able Sisters

BLACK-VELVET DRESS

√ 1P 2P 3P 4P

Value: 8,000

Look: "Rock-n'-roll"

HHA Theme(s): Tov Shop

Trendy

Obtainable from: GracieGrace

(not on sale)

CASUAL OUTFIT

√ 1P 2P 3P 4P

Value: 720 Look: "Iconic" HHA Theme(s): Harmonious



Obtainable from: Able Sisters (summer)

DAZED DRESS

/ 1P 2P 3P 4P

Value: 720 Look: "Cute" HHA Theme(s):

None

Obtainable from: Able Sisters

MAID DRESS

√ 1P 2P 3P 4P

Value: 7,200 Look: "Iconic"



Fairy Tale

Obtainable from: GracieGrace (spring)

DOGTOOTH DRESS

√ 1P 2P 3P 4P

Value: 7,200 Look: "Iconic"

HHA Theme(s):

None

Obtainable from: GracieGrace

(not on sale)

TRENCH COAT

√ 1P 2P 3P 4P

Value: 5,200 Look: "Official"

HHA Theme(s): None

Obtainable from: GracieGrace (winter)





NURSE'S UNIFORM

√ 1P 2P 3P 4P

Value: 800 Look: "Official" HHA Theme(s):



Obtainable from: Able Sisters

EMBROIDERED DRESS

Value: 640 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Able Sisters

FESTIVALE TANK DRESS

√ 1P 2P 3P 4P

Value: 680 Look: "Iconic"

HHA Theme(s): None

Obtainable from: Able Sisters (the week before Festivale through Festivale)

TARTAN-PLAID OUTFIT

√ 1P 2P 3P 4P

Value: 8,000 Look: "Cute"

HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: GracieGrace

(not on sale)

SWEATER DRESS

√ 1P 2P 3P 4P

Value: 7,200 Look: "Cute"

HHA Theme(s):

None

Obtainable from: GracieGrace

(not on sale)

SHIRTDRESS

Value: 680 Look: "Official"

HHA Theme(s):

None

Obtainable from: Able Sisters



RED DRESS

Value: 640 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters



YELLOW RAINCOAT

1P 2P 3P 4P

Value: 640 Look: "Cute" HHA Theme(s):

None

Obtainable from: Able Sisters



DOLLHOUSE DRESS

√ 1P 2P 3P 4P

Value: 8,000 Look: "Cute"

HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: GracieGrace

(not on sale)

FESTIVE-TREE DRESS

√ 1P 2P 3P 4P

Value: 8,000

Look: "Flashy" HHA Theme(s):

Rustic, Toy Shop

Obtainable from: GracieGrace (winter)







BALLET OUTFIT

√ 1P 2P 3P 4P

Value: 1,600 Look: "Sporty"

HHA Theme(s): Fairy Tale

Obtainable from: Able Sisters (summer)

GUMDROP DRESS

√ 1P 2P 3P 4P

Value: 720 Look: "Cute" HHA Theme(s):

None

Obtainable from: Able Sisters (spring)

CLASSIC DRESS

√ 1P 2P 3P 4P

Value: 720 Look: "Ornate" HHA Theme(s):

Fairy Tale

Obtainable from: Able Sisters (fall)

CHIMA JEOGORI DRESS

√ 1P 2P 3P 4P

Value: 880 Look: "Iconic"

Harmonious

Obtainable from: Able Sisters



U-R-HERE DRESS

√ 1P 2P 3P 4P

Value: 600 Look: Rock-n'-roll

HHA Theme(s):

None

Obtainable from: Able Sisters

SPRING KIMONO

√ 1P 2P 3P 4P

Value: 800 Look: "Iconic"

HHA Theme(s): Harmonious, Rustic

Obtainable from: Able Sisters (summer)



Value: 800 Look: "Cute" HHA Theme(s):

Fairy Tale Obtainable from: Able Sisters (summer)

CAVEMAN TANK DRESS

√ 1P 2P 3P 4P

Value: 800 Look: "Historical"

HHA Theme(s):

Obtainable from: Able Sisters (summer)



DAPPER DRESS

√ 1P 2P 3P 4P

Value: 800 Look: "Basic" HHA Theme(s):

None

Obtainable from: Able Sisters (winter)

STAR TANK DRESS

√ 1P 2P 3P 4P

Value: 720

Look: "Flashy" HHA Theme(s):

None

Obtainable from: Able Sisters (summer)



TWINKLE TANK DRESS

√ 1P 2P 3P 4P

Look: "Flashy" HHA Theme(s):



Obtainable from: Able Sisters (summer)

Value: 720

LOVELY DRESS

√ 1P 2P 3P 4P

Value: 720 Look: "Cute" HHA Theme(s): Fairy Tale

Obtainable from: Able Sisters (spring)



PASTEL-STRIPE DRESS

Value: 680 Look: "Iconic"

HHA Theme(s): None

Obtainable from: Able Sisters (summer)



Headgear

RED CAP

√ 1P 2P 3P 4P

Value: 320 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Labelle

GREEN CAP √ 1P 2P 3P 4P

Value: 320

Look: "Sporty" HHA Theme(s):

None

Obtainable from: Labelle



YELLOW CAP

√ 1P 2P 3P 4P

Value: 320

Look: "Sporty" HHA Theme(s):

None

Obtainable from: Labelle

STAR CAP

PURPLE CAP

√ 1P 2P 3P 4P

Value: 320 Look: "Sporty"

HHA Theme(s):

Fairy Tale

Obtainable from: Labelle



LIGHT-BLUE CAP

/ 1P 2P 3P 4P

Value: 320

Look: "Sporty" HHA Theme(s):

None

Obtainable from: Labelle

√ 1P 2P 3P 4P

Value: 320 Look: "Sporty"

HHA Theme(s):

None





BLUF CAP

√ 1P 2P 3P 4P

Value: 320 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Labelle

PURPLE KNIT HAT

RED POM-POM HAT

√ 1P 2P 3P 4P

Value: 320 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Labelle



BLUE POM-POM HAT

√ 1P 2P 3P 4P

Value: 320 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Labelle

/ IP 2P 3P 4P

Value: 320

HHA Theme(s):

None

Obtainable from: Labelle



GREEN KNIT HAT

√ 1P 2P 3P 4P

Value: 320 Look: "Basic" HHA Theme(s

HHA Theme(s): None

Obtainable from: Labelle

BADGE HAT

√ 1P 2P 3P 4P

Value: 320 Look: "Cute"

HHA Theme(s):

Obtainable from: Labelle



ORANGE KNIT HAT

√ IP 2P 3P 4P

Value: 320 Look: "Cute" HHA Theme(s):

None

Obtainable from: Labelle

STRAW HAT

√ IP 2P 3P 4P

Value: 15 medals Look: "Iconic"

HHA Theme(s):

None

Obtainable from: Island Gift Shop

GRANDPA HAT



PINK KNIT HAT

√ 1P 2P 3P 4P

Value: 320 Look: "Cute"

HHA Theme(s): Fairy Tale

Obtainable from: Labelle

√ 1P 2P 3P 4P

√ IP 2P 3P 4P

Value: 420 Look: "Iconic"

HHA Theme(s):

None



PAPERBOY CAP

√ 1P 2P 3P 4P

Value: 460 Look: "Iconic" HHA Theme(s):



Obtainable from: Labelle

ic" le(s):

PUFFY HAT

Value: 360 Look: "Iconic"

√ 1P 2P 3P 4P

HHA Theme(s): None

Obtainable from: Labelle



BERET

√ 1P 2P 3P 4P

Value: 320 Look: "Iconic" HHA Theme(s):

None

Obtainable from: Labelle

GRACIE HAT

√ IP 2P 3P 4P

Value: 8,000 Look: "Modern"

HHA Theme(s):

Trendy

Obtainable from: GracieGrace (summer)

DANDY HAT

√ 1P 2P 3P 4P

Value: 320 Look: "Cute" HHA Theme(s):

None

Obtainable from: Labelle

ELEGANT HAT

√ 1P 2P 3P 4P

Value: 6,400 Look: "Ornate"

HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (winter)



HUNTER'S CAP

✓ IP 2P 3P 4P

Value: 320 Look: "Iconic" HHA Theme(s):

None

Obtainable from: Labelle

BANDANA

V IP 2P 3P 4P

Value: 200 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Labelle



TOP HAT

√ 1P 2P 3P 4P

Value: 480

HHA Theme(s):

Antique, Fairy Tale

Obtainable from: Labelle



200

TULIP HAT

√ 1P 2P 3P 4P

Value: 640 Look: "Cute"

HHA Theme(s):

None





DO-RAG

√ IP 2P 3P 4P

Value: 640 Look: "Basic"

HHA Theme(s): None

Obtainable from: Labelle

BIG BRO'S HAT

√ 1P 2P 3P 4P

Value: 320 Look: "Cute" **HHA Theme(s):**

Toy Shop

Obtainable from: Labelle



SWIMMING CAP

√ 1P 2P 3P 4P

Value: 200 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Labelle

LI'L BRO'S HAT

√ 1P 2P 3P 4P

Value: 320 Look: "Cute"

HHA Theme(s): Toy Shop

Obtainable from: Labelle



WIZARD'S CAP

√ 1P 2P 3P 4P

Value: 200 Look: "Cute" HHA Theme(s):

Toy Shop Obtainable from: Labelle

WARIO HAT

√ 1P 2P 3P 4P

Value: 800 Look: "Flashy" HHA Theme(s):

Toy Shop

Obtainable from: Labelle

NEWSPRINT HELMET

Value: 80 Look: "Iconic"

HHA Theme(s): Toy Shop

Obtainable from: Boy's Day (Isabelle)

CAPTAIN'S HAT

Value: 15 medals Look: "Official"

HHA Theme(s): Sci-Fi. Toy Shop

Obtainable from: Island Gift Shop



SANTA HAT

√ 1P 2P 3P 4P

Value: 640 Look: "Cute" HHA Theme(s):

Toy Shop

Obtainable from: Labelle (12/1 - 12/24)

RED RIBBON

√ 1P 2P 3P 4P

Value: 240

Look: "Cute" **HHA Theme(s):** Fairy Tale



BLUE RIBBON

√ 1P 2P 3P 4P

Value: 240 Look: "Cute" HHA Theme(s):

Fairy Tale

Obtainable from: Labelle

HALO

√ 1P 2P 3P 4P

Value: 2 400 Look: "Cute"

HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: Labelle



YELLOW RIBBON

√ 1P 2P 3P 4P

Value: 240 Look: "Cute"

HHA Theme(s): Fairy Tale

Obtainable from: Labelle

SHAMROCK HAT

Value: 1,600 Look: "Iconic" HHA Theme(s):

Rustic

Obtainable from: Shamrock Day (Isabelle; US and EU only)

HEART HAIRPIN

√ 1P 2P 3P 4P

Value: 240

Look: "Cute" HHA Theme(s): Fairy Tale

Obtainable from: Labelle

STUDENT CAP

Value: 1,600 Look: "Official"

HHA Theme(s): None

Obtainable from: Labelle



STAR HAIRPIN

Value: 240 Look: "Cute"

HHA Theme(s): None

Obtainable from: Labelle

FLAMENCO HAT

RED-TEAM CAP

√ 1P 2P 3P 4P

Value: 1,600 Look: "Official"

HHA Theme(s):

None

Obtainable from: DLC (EUR)



MOON HAIRPIN

√ 1P 2P 3P 4P

Value: 240 Look: "Cute" HHA Theme(s):

None

Obtainable from: Labelle

√ 1P 2P 3P 4P

Value: 360 Look: "Sporty"

HHA Theme(s):

None





WHITE-TEAM CAP

√ 1P 2P 3P 4P

Look: "Sporty" HHA Theme(s):

None



Value: 360

Obtainable from: Labelle

SCHOOL CAP

√ 1P 2P 3P 4P

Value: 360 Look: "Sporty" HHA Theme(s):

None



Obtainable from: DLC (KOR)

HOT-DOG HAT

√ 1P 2P 3P 4P

Value: 1,200 Look: "Flashy" HHA Theme(s): None



Obtainable from: GracieGrace (fall)

WHITE SCHOOL CAP

Value: 360 Look: "Sporty" HHA Theme(s):

Obtainable from: DLC (KOR) WHITE POLICE CAP

CELEBRATION HAT √ 1P 2P 3P 4P

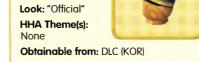
Value: 240 Look: "Iconic"



Obtainable from: Katrina

√ 1P 2P 3P 4P

Value: 480



EMPEROR'S CAP

√ 1P 2P 3P 4P

Value: 1,320 Look: "Official" **HHA Theme(s):**

Antique, Harmonious



Obtainable from: Labelle (3/1 through 3/3)

CROWN

√ 1P 2P 3P 4P

Value: 1,000,000 Look: "Ornate"

HHA Theme(s): Antique, Fairy Tale

Obtainable from: Labelle



BANANA-SPLIT HAT

√ 1P 2P 3P 4P

Value: 3,508 Look: "Flashy" HHA Theme(s): Fairy Tale



Obtainable from: GracieGrace (fall)





BIRTHDAY HAT

√ 1P 2P 3P 4P

Value: 400 Look: "Cute" HHA Theme(s): Fairy Tale



Obtainable from: Birthday



Value: 320 Look: "Sporty" HHA Theme(s): None

Obtainable from: Labelle



RED NEW YEAR'S HAT

√ 1P 2P 3P 4P

Value: 300 Look: "Cute" HHA Theme(s):



Obtainable from: Countdown event (Dec. 31st)

RIBBONED STRAW HAT

WHITE CAP



Value: 320 Look: "Cute" HHA Theme(s):

None



Obtainable from: Labelle

Y. N YEAR'S H T

1P 2P 3P 4P

Value: 300 Look: "Cute" HHA Theme(s):



Obtainable from: Countdown event

(Dec. 31st)

None

NURSE'S CAP

PINK NIGHTCAP



Value: 1.200 Look: "Official"

HHA Theme(s):

√ 1P 2P 3P 4P

None

Obtainable from: Labelle

BLUE NEW YEAR'S HAT

√ 1P 2P 3P 4P

Value: 300 Look: "Cute" HHA Theme(s):

None



Obtainable from: Countdown event (Dec. 31st)

HHA Theme(s): None

Value: 300 Look: "Cute"



Obtainable from: Labelle

GREEN NEW YEAR'S HAT



Value: 300 Look: "Cute" HHA Theme(s):



Obtainable from: Countdown event

(Dec. 31st)

None

BLUE PLAID FEDOR

√ 1P 2P 3P 4P

Value: 320 Look: "Official"

HHA Theme(s):

None





HIBISCUS HAIRPIN

1P 2P 3P 4P

Value: 20 medals Look: "Cute"

HHA Theme(s):

Rustic

Obtainable from: Island Gift Shop

BLUE NIGHTCAP

Value: 300 Look: "Cute"

HHA Theme(s): None

Obtainable from: Labelle



STRAW UMBRELLA HAT

√ 1P 2P 3P 4P

Value: 240 Look: "Historical"

HHA Theme(s): Harmonious

Obtainable from: Labelle

√ 1P 2P 3P 4P

Value: 320 Look: "Basic"

HHA Theme(s): Trendy

Obtainable from: Labelle



CONICAL STRAW HAT

√ 1P 2P 3P 4P

Value: 1,200 Look: "Iconic" HHA Theme(s):

Harmonious

Obtainable from: Gulliver (answer correctly)

TERRY-CLOTH DO-RAG

STRAW BOATER

√ 1P 2P 3P 4P

Value: 240 Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: Labelle

FLOPPY HAT

√ 1P 2P 3P 4P

Value: 1,200

Look: "Official" HHA Theme(s):

None

Obtainable from: GracieGrace (spring)

MATADOR'S HAT

Value: 4,800

Look: "Ornate" HHA Theme(s):

Trendy

Obtainable from: GracieGrace (summer)

FLASHY HAIRPIN

BALLOON HAT

√ 1P 2P 3P 4P

Value: 600 Look: "Cute"

HHA Theme(s):

Toy Shop

Obtainable from: balloon

√ 1P 2P 3P 4P

Look: "Ornate"

HHA Theme(s):

Trendy

Obtainable from: GracieGrace (summer)





FESTIVALE ACCESSORY

√ 1P 2P 3P 4P

Value: 680 Look: "Ornate" HHA Theme(s):



Obtainable from: Labelle (the week before Festivale through Festivale)

Look: "Cute" HHA Theme(s): Fairy Tale

Value: 160



Obtainable from: Fireworks Show

HEART BOPPER

CLOCHE HAT

Value: 4,800 Look: "Modern" HHA Theme(s):

Trendy



Obtainable from: GracieGrace (winter)

STAR BOPPER

√ 1P 2P 3P 4P

Look: "Cute" HHA Theme(s):

Value: 160

None

Obtainable from: Fireworks Show



Value: 240 Look: "Official" HHA Theme(s): None



Obtainable from: Labelle

MAILMAN'S HAT

Value: 2.000 Look: "Official" HHA Theme(s):

None

Obtainable from: 50,000,000 Bells in

savinas account



BULB BOPPER

√ 1P 2P 3P 4P

Value: 160 Look: "Cute" HHA Theme(s): None



Obtainable from: Fireworks Show

PLAIN BLACK CAP

√ 1P 2P 3P 4P

Value: 360 Look: "Official"

HHA Theme(s): None

Obtainable from: Labelle



FLOWER BOPPER

√ 1P 2P 3P 4P

Value: 160 Look: "Cute" HHA Theme(s): Fairy Tale



Obtainable from: Fireworks Show

√ 1P 2P 3P 4P

Value: 2,400

HHA Theme(s):

Look: "Cute" Fairy Tale

SMALL SILK HAT

Obtainable from: GracieGrace (spring)



STRIPE KNIT CAP

1P 2P 3P 4P

Value: 320 Look: "Basic" HHA Theme(s):

None Obtainable from: Labelle



SAMURAI WIG

√ 1P 2P 3P 4P

Value: 1.200 Look. "Historical" HHA Theme(s):

Harmonious

Obtainable from Labelle



PILOT'S CAP

√ 1P 2P 3P 4P

Value: 720 Look: "Sporty" HHA Theme(s):

None Obtainable from: Labelle



POWDERED WIG

√ 1P 2P 3P 4P

Value: 600 Look: "Historical" HHA Theme(s):

None

Obtainable from: Labelle



BABY'S HAT

√ 1P 2P 3P 4P

Value: 400 Look: "Cute" HHA Theme(s):

Fairy Tale

Obtainable from: Labelle

AFRO WIG

√ 1P 2P 3P 4P

Value: 600 Look: "Flashy" HHA Theme(s):

None

Obtainable from: Labelle



KAFFIYEH

√ 1P 2P 3P 4P

Value: 320 Look: "Iconic" HHA Theme(s):

None

Obtainable from: Labelle

REGENT WIG

√ 1P 2P 3P 4P

Value: 480

Look: "Rock-n'-roll" HHA Theme(s):

None

Obtainable from: Labelle



COW BONE

√ 1P 2P 3P 4P

Value: 480 Look: "Historical" HHA Theme(s):

Quirky

Obtainable from: Labelle

MOHAWK WIG

√ 1P 2P 3P 4P

Value: 480 Look: "Flashy" HHA Theme(s):

None



BUN WIG

√ 1P 2P 3P 4P

Value: 480 Look: "Cute" HHA Theme(s):



Obtainable from: Labelle

RED OGRE MASK

Value: 640 Look: "Flashy" HHA Theme(s):

Harmonious, Quirky

TIARA HAIR

/ 1P 2P 3P 4P

Value: 7,200 Look: "Ornate" HHA Theme(s): Antique, Fairy Tale



Obtainable from: GracieGrace (spring)

BLUE OGRE MASK

Obtainable from: Bean Day (Isabelle)

√ 1P 2P 3P 4P

Value: 640 Look: "Flashy"

HHA Theme(s): Harmonious, Quirky

Obtainable from: Bean Day (Isabelle)

DIVING MASK

√ 1P 2P 3P 4P

Value: 2,200 Look: "Historical"

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Labelle



MAJORA'S MASK

√ 1P 2P 3P 4P

Value: 840 Look: "Flashy"

HHA Theme(s): Quirky, Toy Shop

Obtainable from: Fortune cookie #9



SKI MASK

√ 1P 2P 3P 4P

Value: 600 Look: "Flashy" HHA Theme(s):

Quirky

Obtainable from: Labelle

MIDNA'S MASK

Value: 840 Look: "Flashy"

HHA Theme(s): Quirky, Toy Shop

Obtainable from: Fortune cookie #11



RETRO HELMET

√ 1P 2P 3P 4P

Value: 5.000

Look: "Sporty" **HHA Theme(s):**

Toy Shop

Obtainable from: GracieGrace (fall)



√ 1P 2P 3P 4P **Value:** 840

Look: "Cute" **HHA Theme(s):**

Toy Shop

Obtainable from: Fortune cookie #12





BLUE PIKMIN



PUMPKIN HEAD

√ 1P 2P 3P 4P

Value: 4.000 Look: "Flashy"

HHA Theme(s): Quirky, Rustic

Obtainable from: Halloween

(neighbor trick)

Value: 1.031 Look: "Flashy"

HHA Theme(s):

Quirky

Obtainable from: Labelle (October)

GHOST MASK

Value: 840

Look: "Cute"

HHA Theme(s):

Value: 840 Look: "Cute"

Toy Shop

GIRL'S DAY UPDO



HHA Theme(s):

Obtainable from: Fortune cookie #15

MONSTER MASK

√ 1P 2P 3P 4P

Value: 1.031 Look: "Flashy"

HHA Theme(s):

Quirky

Obtainable from: Labelle (October)

Value: 1332 Look: "Ornate"

HHA Theme(s): Antique, Fairy Tale,

Harmonious

Obtainable from: Labelle (3/1 - 3/3)

GREEN HEADGEAR

Look: "Flashy"

BUG MASK





Obtainable from: Labelle (October)

RED PIKMIN

1P 2P 3P 4P

Value: 840 Look: "Cute"

HHA Theme(s):

Toy Shop

Obtainable from: Fortune cookie #13

None

Obtainable from: Labelle





RED HEADGEAR

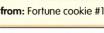
Value: 800

Look: "Sporty"

HHA Theme(s):

None

























SNOWMAN HEAD

Value: 2,664 Look: "Cute"

HHA Theme(s): Fairy Tale, Toy Shop

Obtainable from: Snowboy



RED HOOD

Volue: 400 Look: "Cute"

HHA Theme(s):

Fairy Tale

Obtainable from: Labelle



TSUNOKAKUSHI

√ 1P 2P 3P 4P

Value: 2,400 Look: "Official"

HHA Theme(s): Fairy Tale,

Harmonious

Obtainable from: Labelle

FUNKY WIG

Value: 4,800 Look: "Ornate"

HHA Theme(s): Trendy

Obtainable from: GracieGrace (fall)

KINTARO WIG

/ 1P 2P 3P 4P

Value: 3,200 Look: "Cute"

HHA Theme(s): Harmonious

Obtainable from: Labelle

MAKAR'S MASK

FENCING MASK

1P 2P 3P 4P

Value: 240 Look: "Flashy"

HHA Theme(s): Rustic

Obtainable from: Labelle



TAM-O'-SHANTER

V 1P 2P 3P 4P

Value: 4,000 Look: "Iconic"

HHA Theme(s): None

Obtainable from: DLC (FUR)

Value: 680 Look: "Sporty"

HHA Theme(s):

Obtainable from: Labelle



RED-HORNED HAT

√ 1P 2P 3P 4P

Value: 2,400 Look: "Sporty" HHA Theme(s):

Quirky

Obtainable from: DLC (KOR)

Look: "Sporty"

HHA Theme(s):

Harmonious



TOPKNOT WIG



DJ CAP

√ 1P 2P 3P 4P

Value: 600 Look: "Rock-n'-roll"

HHA Theme(s):

Sci-Fi

Obtainable from: Labelle

STAGEHAND HAT

/ 1P 2P 3P 4P

Value: 600 Look: "Iconic"

HHA Theme(s): Harmonious

Obtainable from: Labelle



LION-DANCE MASK

√ 1P 2P 3P 4P

Value: 1,600 Look: "Iconic"

HHA Theme(s): Harmonious

Obtainable from: Labelle

MATRONLY BUN

√ 1P 2P 3P 4P

Value: 480 Look: "Ornate" HHA Theme(s):

None

Obtainable from: Labelle



HAIR-BOW WIG

Value: 4,800 Look: "Ornate" HHA Theme(s):

Fairy Tale, Trendy

Obtainable from: GracieGrace (spring)

SKELETON HOOD

Value: 1,031 Look: "Flashy" HHA Theme(s):

Quirky

Obtainable from: Labelle (October)



TINGLE HOOD

Value: 1,200 Look: "Flashy" HHA Theme(s):

Toy Shop

Obtainable from: Katrina

BLACK VEIL

Value: 4,000 Look: "Official"

HHA Theme(s): Fairy Tale

Obtainable from: GracieGrace (winter)



PURPLE-IMP HOOD

√ 1P 2P 3P 4P

Value: 1,200 Look: "Flashy"

HHA Theme(s): Quirky

Obtainable from: Labelle

AFRO CAP

√ 1P 2P 3P 4P

Value: 720 Look: "Flashy"

HHA Theme(s):

None



WEREWOLF HOOD

1 IP 2P 3P 4P

Value: 1 031 Look: "Flashy" HHA Theme(s):



Obtainable from: Labelle (October)

/ IP 2P 3P 4P

Value: 4 800 Look: "Ornate"

HHA Theme(s): Antique, Fairy Tale

Obtainable from: GracieGrace (winter)

COIN HEADPIFCE



OGRE'S WIG

Value: 1.200 Look: "Flashy" HHA Theme(s): Harmonious, Quirky

Obtainable from: Labelle

BATTER'S HELMET

Value: 600 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Labelle



DIVER'S HOOD

Value: 600 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Labelle

JOCKEY'S HELMET

Value: 680 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Labelle



HEADKERCHIEF

Value: 480 Look: "Historical"

HHA Theme(s):

None

Obtainable from: Labelle

CATCHER'S MASK

√ 1P 2P 3P 4P

Value: 720 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Labelle



FI MASK

√ 1P 2P 3P 4P

Value: 840 Look: "Flashy"

HHA Theme(s): Toy Shop

Obtainable from: Fortune cookie #50

√ 1P 2P 3P 4P

Value: 800 Look: "Sporty"

HHA Theme(s):

None





BRAIDED WIG

√ 1P 2P 3P 4P

Value: 480 Look: "Cute"

HHA Theme(s): None

Obtainable from: Labelle



PURPLE-PUMPKIN HEAD

Value: 4.000 Look: "Flashy"

HHA Theme(s): Quirky, Rustic

Obtainable from: Halloween

(neighbor trick)

YELLOW-PUMPKIN HEAD

√ 1P 2P 3P 4P

Value: 4,000 Look: "Flashy" HHA Theme(s): Quirky, Rustic

Obtainable from: Halloween

(neighbor trick)

GREEN-PUMPKIN HEAD

Value: 4 000 Look: "Flashy"

HHA Theme(s): Quirky, Rustic

Obtainable from: Halloween

(neighbor trick)

RED-PUMPKIN HEAD

Value: 4.000 Look: "Flashy"

HHA Theme(s): Quirky, Rustic

Obtainable from: Halloween

(neighbor trick)









Accessories

⇔

BIRTHDAY SHADES

√ 1P 2P 3P 4P

Value: 240 Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: Birthday

(if you're good friends with a neighbor)

BLUE FRAMES



Value: 240 Look: "Basic" HHA Theme(s):

None

Obtainable from: Labelle

RED GLASSES

√ 1P 2P 3P 4P

Value: 240 Look: "Cute"

HHA Theme(s):

NOTIE

Obtainable from: Labelle

YELLOW GLASSES

√ IP 2P 3P 4P

Value: 240 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Labelle

MINT GLASSES

√ IP 2P 3P 4P

Value: 240

HHA Theme(s):

None

Obtainable from: Labelle

PURPLE GLASSES

√ 1P 2P 3P 4P

Value: 240 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Labelle

Labella

GREEN GLASSES

√ IP 2P 3P 4P

Value: 240 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Labelle



BROWN GLASSES

√ 1P 2P 3P 4P

Value: 240 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Labelle



PINK GLASSES

√ 1P 2P 3P 4P

Value: 240 Look: "Cute"

HHA Theme(s):

Fairy Tale

Obtainable from: Labelle

THICK GLASSES

√ 1P 2P 3P 4P

Value: 320 Look: "Iconic"

HHA Theme(s):

None





SIIVER FRAMES

1 IP 2P 3P 4P

Value: 240 Look: "Iconic"

HHA Theme(s): None

Obtainable from: Labelle

PHOT SHADES

√ 1P 2P 3P 4P

Value: 600 Look: "Official"

HHA Theme(s): None

Obtainable from: Labelle



RIMMED GLASSES

√ 1P 2P 3P 4P

Value: 240 Look. "Historical" HHA Theme(s):

None

Obtainable from: Labelle

SPORTY SHADES

1P 2P 3P 4P

Value: 320 Look: "Sporty"

HHA Theme(s) None

Obtainable from: Labelle



FUNKY GLASSES

√ 1P 2P 3P 4P

Value: 240

Look: "Rock-n'-roll"

HHA Theme(s) None

Obtainable from: Labelle

HUGE SHADES

Value: 320 Look: "Flashy"

HHA Theme(s):

Trendy

Obtainable from: Labelle



TORTOISE SPECS

Value: 5.200 Look: "Iconic" HHA Theme(s):

None

Obtainable from: GracieGrace (winter)

TRIANGLE SHADES

Value: 240

Look: "Rock-n'-roll"

None

Obtainable from: Labelle



GRACIE GLASSES

√ 1P 2P 3P 4P

Value: 6,200 Look: "Modern"

HHA Theme(s): Trendy

Obtainable from: GracieGrace (summer)

Look: "Historical"

HHA Theme(s):













HEART SHADES

√ 1P 2P 3P 4P

Value: 4,800



Obtainable from: GracieGrace (spring)

SNORKEL MASK

√ 1P 2P 3P 4P

Value: 20 medals Look: "Sporty" HHA Theme(s):

None

Obtainable from: Island Gift Shop



STAR SHADES

√ 1P 2P 3P 4P

Value: 4.800 Look: "Flashy" HHA Theme(s):

None

Obtainable from: GracieGrace (fall)

EYE MASK

√ 1P 2P 3P 4P

Value: 160 Look: "Flashy" HHA Theme(s):

None

Obtainable from: Labelle



3D GLASSES

√ 1P 2P 3P 4P

Value: 240 Look: "Flashy"

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Labelle

HMD

Value: 1,800 Look: "Flashy"

HHA Theme(s): Sci-Fi, Toy Shop

Obtainable from: Labelle



SUPERHERO MASK

√ 1P 2P 3P 4P

Value: 1,200 Look: "Sporty"

HHA Theme(s): Toy Shop

Obtainable from: Labelle

MONOCLE

POST-OP PATCH

√ 1P 2P 3P 4P

Value: 320 Look: "Official"

HHA Theme(s):

Antique

Obtainable from: Labelle



GOGGLES

1P 2P 3P 4P

Value: 280 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Labelle

√ 1P 2P 3P 4P

Value: 320 Look: "Rock-n'-roll"

HHA Theme(s):

Quirky





GAS MASK

√ 1P 2P 3P 4P

Value: 600 Look: "Flashy"

HHA Theme(s): Quirky

Obtainable from: Labelle

BAD BRO'S STACHE

Value: 840 Look: "Flashy"

HHA Theme(s): Toy Shop

Obtainable from: Fortune cookie #44

CURLY MUSTACHE



HOCKEY MASK

Value: 600 Look: "Sporty"

HHA Theme(s): Quirky

Obtainable from: Labelle

Value: 160 Look: "Official"

HHA Theme(s): None

Obtainable from: Labelle



RED NOSE

√ 1P 2P 3P 4P

Value: 80 Look: "Cute"

HHA Theme(s): Toy Shop

Obtainable from: Labelle

DOCTOR'S MASK

Value: 80 Look: "Basic" HHA Theme(s):

Sci-Fi

Obtainable from: Labelle



STACHE & GLASSES

Value: 240 Look: "Cute"

HHA Theme(s): None

Obtainable from: Labelle

PACIFIER

Value: 120 Look: "Cute"

HHA Theme(s): Fairy Tale

Obtainable from: Labelle



BIG BRO'S MUSTACHE

√ 1P 2P 3P 4P

Value: 840 Look: "Cute" HHA Theme(s):

Toy Shop

Obtainable from: Fortune cookie #45

√ 1P 2P 3P 4P

Value: 640

Look: "Cute"

HHA Theme(s):

None



LEMON PACK

√ 1P 2P 3P 4P

Value: 360 Look: "Flashy" HHA Theme(s):



Obtainable from: Labelle

ROUND GLASSES

√ 1P 2P 3P 4P

Value: 240 Look: "Historical"

HHA Theme(s): None

Obtainable from: Labelle



CUCUMBER PACK

√ 1P 2P 3P 4P

Value: 360 Look: "Flashy"

HHA Theme(s): None

NOU

Obtainable from: Labelle

CYBER SHADES

√ 1P 2P 3P 4P

Value: 640 Look: "Flashy"

HHA Theme(s): Sci-Fi, Trendy

Obtainable from: Labelle



BANDAGE

√ 1P 2P 3P 4P

Value: 80 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Labelle

/mana

Value: 480

Look: "Iconic"
HHA Theme(s):

Antique, Fairy Tale



Obtainable from: Labelle

63

LADDER SHADES

√ 1P 2P 3P 4P

Value: 1,600

Look: "Rock-n'-roll" HHA Theme(s):

Trendy

Obtainable from: Summer Solstice

FUNNY GLASSES

MASQUERADE MASK

√ 1P 2P 3P 4P

Value: 240 Look: "Flashy"

HHA Theme(s):

None

Obtainable from: Labelle



SANTA BEARD

√ 1P 2P 3P 4P Value: 4,896

Look: "Cute"
HHA Theme(s):

None

Obtainable from: Labelle (12/1 through 12/24)



Value: 120

Look: "Flashy"

HHA Theme(s):

Rustic

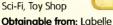




STEAMPUNK GLASSES



Value: 2,400 Look: "Flashy" HHA Theme(s):



FACIAL MASK

Value: 400 Look: "Flashy" HHA Theme(s): None

Obtainable from: Labelle

AVIATOR SHADES

√ 1P 2P 3P 4P

Value: 4.800 Look: "Rock-n'-roll"

HHA Theme(s): Trendy

Obtainable from: GracieGrace (summer)

OVAL SHADES

√ 1P 2P 3P 4P

Value: 1.200 Look: "Modern"

HHA Theme(s): Trendy

Obtainable from: Labelle



Socks and Tights

FISHNET TIGHTS

√ 1P 2P 3P 4P

Value: 240 Look: "Ornate" HHA Theme(s):

None

Obtainable from: Kicks

HEART-PRINT TIGHTS

√ 1P 2P 3P 4P

Value: 240 Look: "Cute" HHA Theme(s):

Fairy Tale



Obtainable from: Kicks

BROWN-STRIPE SOCKS

√ 1P 2P 3P 4P

Value: 200 Look: "Basic" HHA Theme(s):

None

Obtainable from: Kicks

RAINBOW TIGHTS

√ 1P 2P 3P 4P

Value: 300 Look: "Ornate"

HHA Theme(s):

None

Obtainable from: Kicks



BLACK STOCKINGS

São.

√ 1P 2P 3P 4P

Value: 240 Look: "Official" HHA Theme(s):

None

Obtainable from: Kicks

√ 1P 2P 3P 4P

Value: 120

Look: "Basic"

HHA Theme(s):

None



STAR TIGHTS

√ 1P 2P 3P 4P

Value: 200 Look: "Cute"



Obtainable from: Kicks

P 4P (1):

HIKING GAITERS

√ 1P 2P 3P 4P

Value: 240 Look: "Sporty"

HHA Theme(s):

Obtainable from: Kicks



PURPLE-STRIPE TIGHTS

√ 1P 2P 3P 4P

Value: 200 Look: "Cute"

HHA Theme(s):

Trendy

Obtainable from: Kicks

WHITE-LACE SOCKS

√ 1P 2P 3P 4P

Value: 120 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Kicks

TUBE SOCKS

ARGYLE SOCKS



DRESS SOCKS

√ 1P 2P 3P 4P

Value: 120 Look: "Official"

HHA Theme(s): None

Obtainable from: Kicks

√1P 2P 3P 4P

Value: 160

Look: "Basic"

HHA Theme(s):

None

Obtainable from: Kicks



GRAY TIGHTS

√ 1P 2P 3P 4P

Value: 160 Look: "Basic"

HHA Theme(s):

110110

Obtainable from: Kicks

√ 1P 2P 3P 4P

Value: 160

Look: "Iconic"
HHA Theme(s):

None

Obtainable from: Kicks



NAVY SOCKS

√ 1P 2P 3P 4P

Value: 160 Look: "Official" HHA Theme(s):

None

Obtainable from: Kicks

√ 1P 2P 3P 4P Value: 160

Value: 160

Look: "Basic"
HHA Theme(s):

None

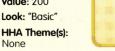




RED TIGHTS

√ 1P 2P 3P 4P

Value: 200 Look. "Basic"



Obtainable from: Kicks

BEIGE TIGHTS

Value: 200 Look: "Basic" HHA Theme(s):

None

Obtainable from: Kicks

PURPLE STAR SOCKS

√ 1P 2P 3P 4P

Value: 160 Look: "Cute" HHA Theme(s):

None

Obtainable from: Kicks

COLORFUL SOCKS

√ 1P 2P 3P 4P

Value: 160 Look: "Flashy" HHA Theme(s):

None

Obtainable from: Kicks



GRAY LEGGINGS

√ 1P 2P 3P 4P

Value: 240 Look: "Cute" HHA Theme(s):

None

Obtainable from: Kicks

CHECKERED SOCKS



Value: 160 Look: "Basic" HHA Theme(s):

None

Obtainable from: Kicks



WHITE SOCKS

√ 1P 2P 3P 4P

Value: 160 Look: "Basic" HHA Theme(s):

None

Obtainable from: Kicks

BROWN SOCKS

√ 1P 2P 3P 4P

Value: 160 Look: "Basic" HHA Theme(s):

None

Obtainable from: Kicks



BLACK TIGHTS

√ 1P 2P 3P 4P

Value: 160 Look: "Official" HHA Theme(s): None



Obtainable from: Kicks

ARGYLE TIGHTS

√ 1P 2P 3P 4P

Value: 200 Look: "Iconic"

HHA Theme(s):

None



GREEN-STRIPE SOCKS

√ 1P 2P 3P 4P

Value: 160 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Kicks

POLKA-DOT SOCKS

Value: 200 Look: "Cute"

HHA Theme(s):

Obtainable from: Kicks



LEG WARMERS

√ 1P 2P 3P 4P

Value: 160 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Kicks

WHITE STOCKINGS

√ 1P 2P 3P 4P

Value: 160 Look: "Official"

HHA Theme(s):

None

Obtainable from: Kicks



WHITE ANKLE SOCKS

Value: 160 Look: "Basic"

HHA Theme(s): None

Obtainable from: Kicks

GRAY SOCKS

Value: 160 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Kicks



SOCCER SOCKS

√ 1P 2P 3P 4P

Value: 160 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Kicks

BLUE-STRIPE TIGHTS

√ 1P 2P 3P 4P

Value: 240 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Kicks



BLACK LEGGINGS

√ 1P 2P 3P 4P

Value: 240 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Kicks

√ 1P 2P 3P 4P

GREEN TIGHTS

Value: 200

Look: "Cute"

HHA Theme(s):

None



SANTA BOOTS



Footwear

BLUE SNEAKERS

/ IP 2P 3P 4P

Value: 480 Look: "Basic"



Obtainable from: Kicks

2

TH.

/ IP 2P 3P 4P

Value: 960 Look: "Cute" HHA Theme(s):

Toy Shop

Obtainable from: Kicks (12/1 through 12/24)



LACE-UP BOOTS

1P 2P 3P 4P

Value: 480 Look: "Cute"

HHA Theme(s): None

Obtainable from: Kicks



Value: 720

Look: "Rock-n'-roll"

HHA Theme(s):

None

Obtainable from: Kicks

PURPLE PUMPS

WHITE PATENT SHOES

1P 2P 3P 4P

Value: 480

Look: "Official" HHA Theme(s) None

Obtainable from: Kicks

WHITE LEATHER SHOES

√ 1P 2P 3P 4P

Value: 4 000 Look: "Official" HHA Theme(s):

Obtainable from: GracieGrace (summer)

SHEARLING BOOTS

√ 1P 2P 3P 4P

Value: 4.000 Look: "Cute"

HHA Theme(s):

None

Obtainable from: GracieGrace (winter)

HIKING BOOTS

SNOW BOOTS

√ 1P 2P 3P 4P

Value: 800 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Kicks



M

BASKETBALL SHOES

馬馬

√ 1P 2P 3P 4P

Value: 640 Look: "Sporty"

HHA Theme(s): None

Obtainable from: Kicks



Value: 800

Look: "Sporty"

HHA Theme(s):

None



FLIP-FLOPS

1P 2P 3P 4P

Value: 20 medals Look: "Sporty" HHA Theme(s):



Obtainable from: Island Gift Shop

YELLOW RAIN BOOTS

√ 1P 2P 3P 4P

Value: 600 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Kicks



GREEN POLKA PUMPS

0

Value: 4,000 Look: "Cute"

HHA Theme(s): None

Obtainable from: GracieGrace (spring)

CLEATS

Look: "Sporty"

HHA Theme(s):

Obtainable from: Kicks



LEOPARD PUMPS

Value: 4,000 Look: "Ornate" **HHA Theme(s):**

None

Obtainable from: GracieGrace (summer)

WOODEN CLOGS

Value: 520 Look: "Iconic" HHA Theme(s):

Rustic

Obtainable from: Kicks



TROPICAL SANDALS

√ 1P 2P 3P 4P

Value: 480 Look: "Iconic" **HHA Theme(s):**

None

Obtainable from: Kicks

BROWN LOAFERS

√ 1P 2P 3P 4P

Value: 480 Look: "Official"

HHA Theme(s):

None

Obtainable from: Kicks



POLKA-DOT RAIN BOOTS

√ 1P 2P 3P 4P

Value: 600 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Kicks

SLIPPERS

√ 1P 2P 3P 4P

Value: 320 Look: "Basic"

HHA Theme(s):

None



CLOGS



MONOCHROME SHOES

√ 1P 2P 3P 4P

Value: 4,000 Look: "Official"



Obtainable from: GracieGrace (spring)

Value: 480 Look: "Modern" HHA Theme(s):

None Obtainable from Kicks

√ 1P 2P 3P 4P

Value: 480 Look: "Basic"

HHA Theme(s): None

Obtainable from: Kicks



√ 1P 2P 3P 4P

Value: 600 Look: "Sporty" HHA Theme(s):

None

Obtainable from: Kicks

TASSELED LOAFERS

√ 1P 2P 3P 4P

Value: 600 Look: "Official"

HHA Theme(s): None

Obtainable from: Kicks

GLADIATOR SANDALS

CLIMBING SHOES

Value: 1.200 Look: "Iconic" HHA Theme(s):

Antique



Obtainable from: Gulliver (answer correctly)

PURPLE HIGH-TOPS

1P 2P 3P 4P

Value: 4.000 Look: "Sporty" HHA Theme(s):

Obtainable from: GracieGrace (winter)

STEEL-TOED BOOTS

√ 1P 2P 3P 4P

Value: 620 Look: "Flashy"

HHA Theme(s): None

Obtainable from: Kicks



FLOWER LOAFERS

√ 1P 2P 3P 4P

Value: 480 Look: "Iconic" HHA Theme(s):

None





ZAP BOOTS

√ 1P 2P 3P 4P

Value: 720 Look: "Sporty" HHA Theme(s):

Sci-Fi, Toy Shop

Obtainable from: Kicks

GREEN BUCKLED SHOES

√ 1P 2P 3P 4P

Value: 420 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Kicks



BLACK RAIN BOOTS

Value: 600 Look: "Official"

HHA Theme(s): None

Obtainable from: Kicks

BLACK LOAFERS

√ 1P 2P 3P 4P

Value: 420 Look: "Basic"

HHA Theme(s):

None

Obtainable from: Kicks



STRIPE SHOES

1P 2P 3P 4P

Value: 4,000 Look: "Modern"

HHA Theme(s): Trendy

Obtainable from: GracieGrace (fall)

PINK SLIP-ONS

Value: 420 Look: "Cute"

HHA Theme(s):

Fairy Tale

Obtainable from: Kicks



BALLET SLIPPERS

33

√ 1P 2P 3P 4P

Value: 400 Look: "Sporty" HHA Theme(s):

Fairy Tale

Obtainable from: Kicks

BLUE PUMPS

Value: 460 Look: "Official"

HHA Theme(s):

None

Obtainable from: Kicks

COLORFUL SNEAKERS



MARY JANES

√ 1P 2P 3P 4P

Value: 800 Look: "Official"

HHA Theme(s):

None

Obtainable from: Kicks

√ 1P 2P 3P 4P

Value: 460

Look: "Sporty" HHA Theme(s):

None





RED BOAT SHOES

√ 1P 2P 3P 4P

Value: 480 Look: "Cute"

HHA Theme(s):

None

Obtainable from: Kicks

PURPLE DOT SHOFS

√ 1P 2P 3P 4P

Value: 460 Look: "Cute"

HHA Theme(s): Trendy

Obtainable from: Kicks



RED SHOES

1P 2P 3P 4P

Value: 420 Look: "Cute" HHA Theme(s):

None

Obtainable from: Kicks

BLACK PUMPS

Value: 480 Look: "Official"

HHA Theme(s): None

Obtainable from: Kicks



ORANGE SANDALS

√ 1P 2P 3P 4P

Value: 420 Look: "Cute"

HHA Theme(s): None

Obtainable from: Kicks

GREEN-STRIPE SHOES

√ 1P 2P 3P 4P

Value: 420 Look: "Sporty" **HHA Theme(s):**

None

Obtainable from: Kicks



BROWN SLIP-ONS

√ 1P 2P 3P 4P

Value: 420 Look: "Basic" HHA Theme(s):

None

Obtainable from: Kicks

PINK SNEAKERS

/ 1P 2P 3P 4P

Value: 480 Look: "Cute"

HHA Theme(s): Fairy Tale

Obtainable from: Kicks



YELLOW BUCKLED SHOES

جُد

√ 1P 2P 3P 4P

Value: 420 Look: "Cute" **HHA Theme(s):**

None

Obtainable from: Kicks

BROWN PUMPS

√ 1P 2P 3P 4P

Value: 460 Look: "Basic" HHA Theme(s):

None



YELLOW SNEAKERS



Value: 480 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Kicks



ORANGE SHOES

√ 1P 2P 3P 4P

Value: 420 Look: "Sporty"

HHA Theme(s):

None

Obtainable from: Kicks



Umbrellas

GELATO UMBRELLA



Value: 320 HHA Theme(s): Toy Shop, Trendy

Obtainable from:

Labelle



Value: 320 HHA Theme(s): Harmonious

Obtainable from:

Labelle



BAT UMBRELLA

√ 1P 2P 3P 4P

Value: 320

HHA Theme(s): Antique, Quirky

Obtainable from:

Labelle

RIBBON UMBRELIA

PAPER PARASOL

√ 1P 2P 3P 4P

Value: 320

HHA Theme(s): Fairy Tale

Obtainable from:

Ighelle



LACY PARASOL

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s):

Fairy Tale Obtainable from:

Labelle



RED UMBRELLA

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s):

None

Obtainable from:

Labelle



LEAF UMBRELLA

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s):

Rustic

Obtainable from:

Labelle



BLUE UMBRELLA

√ IP 2P 3P 4P

Value: 320

HHA Theme(s): None

Obtainable from:



YELLOW UMBRELLA

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s):

None

Obtainable from: Labelle



PICNIC UMBRELLA

/ 1P 2P 3P 4P

HHA Theme(s): None

Value: 320

Obtainable from: Labelle



GREEN UMBRELLA

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s):

None

Obtainable from: Labelle



LEMON UMBRELLA

Value: 320 HHA Theme(s): None

Obtainable from:

Labelle



CANDY UMBRELLA

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s): None

Obtainable from:

Labelle



TOAD PARASOL

Value: 320 HHA Theme(s): Trendy

Obtainable from: Labelle



MELON UMBRELLA

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s): None

Obtainable from:

Labelle



EGGY PARASOL

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s):

Trendy

Obtainable from: Labelle



MINT UMBRELLA

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s):

None

Obtainable from:

Labelle



BLUE DOT PARASOL

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s):

Trendy

Obtainable from:



DAISY UMBRELLA



Value: 320 HHA Theme(s): Fairy Tale, Rustic

Obtainable from:

Labelle



BEACH UMBRELLA

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s): None

Obtainable from:

Labelle



PAW UMBRELLA

Value: 320 HHA Theme(s):

None Obtainable from:

Labelle



ELEGANT UMBRELLA

Value: 3,200 HHA Theme(s):

Trendy

Obtainable from: **GracieGrace** (not on sale)



PETAL PARASOL

√ 1P 2P 3P 4P

Value: 3,200 HHA Theme(s):

Fairy Tale, Rustic Obtainable from:

GracieGrace (not on sale)



MODERN UMBRELLA

√ 1P 2P 3P 4P

Value: 3.200 HHA Theme(s):

Trendy

Obtainable from: **GracieGrace** (not on sale)



BUSTED UMBRELLA

√ 1P 2P 3P 4P

Value: 160 HHA Theme(s):

Quirky Obtainable from: Labelle



Value: 320

HHA Theme(s): None

√ 1P 2P 3P 4P

Obtainable from: Labelle



SUNNY PARASOL

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s):

Fairy Tale, Rustic

Obtainable from:

Labelle



ZEBRA UMBRELLA

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s):

None

Obtainable from:





FOREST UMBRELLA

√ 1P 2P 3P 4P

Value: 320

Rustic

Obtainable from:

Labelle



FLAME UMBRELLA

√ 1P 2P 3P 4P

Value: 320

HHA Theme(s):

None

Obtainable from:

Labelle



CAMO UMBRELLA

√ 1P 2P 3P 4P

Value: 320

HHA Theme(s): None

Obtainable from:

Labelle

SPIDER UMBRELLA

√ 1P 2P 3P 4P

Value: 320

HHA Theme(s): Quirky

Obtainable from:

Labelle



GRACIE UMBRELLA

√ 1P 2P 3P 4P

Value: 3,200

HHA Theme(s):

Trendy

Obtainable from:

GracieGrace (not on sale)



PEACH'S PARASOL

√ 1P 2P 3P 4P

Value: 840

HHA Theme(s):

Antique, Fairy Tale

Obtainable from: Fortune cookie #7

GHOST UMBRELLA

√ 1P 2P 3P 4P

Value: 352

HHA Theme(s): Toy Shop

Obtainable from:

Labelle



MAPLE UMBRELLA

√ 1P 2P 3P 4P

Value: 320 HHA Theme(s):

Rustic

Obtainable from:









Other Items

We've shown you all of the furniture and clothing—now let's explore the many other items that you can find and collect. From everyday tools and stationary to K.K. Slider songs and gyroids, all items that aren't clothing and furniture are listed here.

UNDERSTANDING THE SECTIONS

Here's how to read each item's section in this chapter:

Value: The item's suggested retail value (in Bells). Items typically sell for 1/4 of this value at Re-Tail.

🔂: Indicates that the item is not for sale at any shop.

Obtainable from: The shop, event, or NPC character that offers you the item. See the previous "Shops and Such," "Friendly Faces," and "Seasonal Events" chapters for greater detail.

HHA Theme(s): The theme(s) that the item belongs to. Not every item belongs to an HHA Theme.

See the previous "Home Sweet Home" chapter for details.

Tools

Anything that can be equipped and used to some sort of benefit is considered a tool. We list all of the tools here; see the "How to Play" chapter for details on how to use them.

AXE



Value: 400

Obtainable from: Gardenina

Store

n: Gardening

SILVER AXE

√ 1P 2P 3P 4P

Value: 8 medals

Obtainable from: Island Gift

Shop (rare)

GOLDEN AXE

√ 1P 2P 3P 4P

Value: 400

Obtainable from: Gardening

Store (buy 50 or more

saplings)

Gardening Gardening ore

NET

√ 1P 2P 3P 4P

Value: 500
Obtainable from: Timmy &

Tommy; Bug Off



SILVER NET

√ 1P 2P 3P 4P

Value: 500

Obtainable from: Museum Shop (after donating 30 or

more insects)

GOLDEN NET

√ 1P 2P 3P 4P

Value: 500

Obtainable from: Bug Off (full insect encyclopedia)

FISHING ROD

√ IP 2P 3P 4P

Value: 500

Obtainable from: Timmy &

Tommy

SILVER ROD

√ 1P 2P 3P 4P

Value: 500

Obtainable from: Museum Shop (after donating 30 or more fish & deep-sea catches)





GOLDEN ROD

1P 2P 3P 4P

Value: 500

Obtainable from: Fishing Tourney (full fish/deep-sea catch encyclopedia)



SHOVEL



Value: 500

Obtainable from: Timmy &

Tommy

SILVER SHOVEL



Value: 500

Obtainable from: Museum Shop (after donating 15 or

more fossils)

GOLDEN SHOVEL



Value: 500

Obtainable from: Gardenina Store (buy 50 or more bags

of fertilizer)

WATERING CAN

√ 1P 2P 2P 4P

Value: 500

Obtainable from: Gardenina

Store

SILVER CAN

√ 1P 2P 3P 4P

Value: 500

Obtainable from: Gardening Store (buy 50 or more bags

of flower seeds)

GOLDEN CAN

√ 1P 2P 3P 4P

Value: 500

Obtainable from: Isabelle (Maintain a perfect town rating for 15 days)



SLINGSHOT

1 1P 2P 3P 4P

Value: 500

Obtainable from: Timmy & Tommy (after the T&T Mart

arrives)

SILVER SLINGSHOT

√ 1P 2P 3P 4P

Value: 500

Obtainable from: Gift balloon (after popping lots

of balloons)



Value: 500

Obtainable from: Gift balloon (after popping lots

of balloons)

TOY HAMMER

√ 1P 2P 3P 4P

Value: 10 medals

Obtainable from: Island Gift

Shop (rare)

MEGAPHONE

√ 1P 2P 3P 4P

Value: 500

Obtainable from: Timmy & Tommy (after the Super T&T

arrives)

TIMER

√ 1P 2P 3P 4P

Value: 500

Obtainable from: Timmy & Tommy (after the Super T&T

arrives)













Stationery

Check out all the different types of paper you can send letters with! Well, actually, you'll only ever see some of this stationary when special folks like Jack or Snowman send you a letter. Check the following sections to see whether or not you can buy the stationary off of Timmy and Tommy.

BUTTERFLY PAPER



Value: 160 Obtainable from: Timmy & Tommy



PETAL PAPER

1P 2P 3P 4P

Value: 160 Obtainable from:

Timmy & Tommy



AIRMAIL PAPER



Value: 160 Obtainable from: Timmy & Tommy



SNOWY PAPER

√1P2P3P4P

Value: 160 Obtainable from:

Timmy & Tommy

NEW YEAR'S CARDS

Value: 160 Obtainable from: Timmy & Tommy



MAPLE-LEAF PAPER

√ 1P 2P 3P 4P

Value: 160 Obtainable from: Timmy & Tommy



LACY PAPER

√ 1P 2P 3P 4P

Value: 160

Obtainable from: Timmy & Tommy



LINED PAPER

√ 1P 2P 3P 4P

Value: 160 Obtainable from: Timmy & Tommy



CLOUDY PAPER



Value: 160 Obtainable from: Timmy & Tommy



NOTEBOOK PAPER

√ 1P 2P 3P 4P

Value: 160

Obtainable from: Timmy & Tommy







FLOWERY PAPER



Obtainable from: Timmy & Tommy

Value: 160



FORMAL PAPER

√ 1P 2P 3P 4P

Obtainable from: Timmy & Tommy

Value: 160



POLKA-DOT PAPER

√ 1P 2P 3P 4P

Value: 160 Obtainable from: Timmy & Tommy



SNOWMAN PAPER

√ 1P 2P 3P 4P

Value: 160 Obtainable from: Only used by Snowman



WEATHERED PAPER

√ 1P 2P 3P 4P

Value: 160 Obtainable from: Timmy & Tommy



CARD PAPER

√ 1P 2P 3P 4P **Value: 160**

Obtainable from: Timmy & Tommy



RIBBON PAPER

√ 1P 2P 3P 4P

Value: 160 Obtainable from: Timmy & Tommy



LEOPARD PAPER

√ 1P 2P 3P 4P

Value: 160 Obtainable from: Timmy & Tommy



SPARKLY PAPER

√ 1P 2P 3P 4P

Value: 160 Obtainable from: Timmy & Tommy



COW PAPER

√ 1P 2P 3P 4P

Value: 160 Obtainable from:

Timmy & Tommy



VINE PAPER

√ 1P 2P 3P 4P

Value: 160 Obtainable from: Timmy & Tommy



CAMOUFLAGE PAPER

√ 1P 2P 3P 4P



HAMBURGER PAPER



Value: 160
Obtainable from:
Timmy & Tommy



LOVELY PAPER

√ 1P 2P 3P 4P

Value: 160
Obtainable from:
Timmy & Tommy



PIANO PAPER



Value: 160 Obtainable from: Timmy & Tommy



RAINBOW PAPER

√ IP 2P 3P 4P Value: 160

Obtainable from: Timmy & Tommy



NOOK PAPER

√ 1P 2P 3P 4P Value: 160

Obtainable from: Timmy & Tommy



HIEROGLYPH PAPER

√ 1P 2P 3P 4P

Value: 160
Obtainable from:
Timmy & Tommy



BIRTHDAY CARD

√ 1P 2P 3P 4P

Value: 160
Obtainable from:
Timmy & Tommy



LOTUS PAPER

√1P 2P 3P 4P

Value: 160
Obtainable from:
Timmy & Tommy



FOUR-LEAF PAPER

√ 1P 2P 3P 4P

Value: 160
Obtainable from:
Timmy & Tommy



TILE PAPER

√ 1P 2P 3P 4P

Value: 160
Obtainable from:
Timmy & Tommy



ACADEMY PAPER



Value: 160
Obtainable from:
Only used by HHA



MOSAIC PAPER

√ IP 2P 3P 4P





ELEGANT PAPER



Value: 800 Obtainable from: Timmy & Tommy



FLORAL PAPER

√ 1P 2P 3P 4P

Obtainable from: Timmy & Tommy

Value: 160



TOWN-VIEW PAPER



Value: 160 Obtainable from: Timmy & Tommy



MUSHROOM PAPER

√ 1P 2P 3P 4P

Value: 160 Obtainable from: Timmy & Tommy



IMPERIAL PAPER



Value: 160 Obtainable from: Timmy & Tommy



STAR PAPER

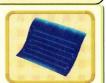
√ 1P 2P 3P 4P Value: 160 Obtainable from: Timmy & Tommy



OCEAN PAPER



Value: 160 Obtainable from: Timmy & Tommy



COMPOSER PAPER

√ 1P 2P 3P 4P

Value: 160 Obtainable from: Timmy & Tommy



INDUSTRIAL PAPER

√ 1P 2P 3P 4P

Value: 160

Obtainable from: Timmy & Tommy



BATHTUB PAPER

√ 1P 2P 3P 4P

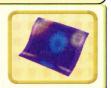
Value: 160 Obtainable from: Timmy & Tommy

FIREWORKS PAPER

√ 1P 2P 2P 4P

Value: 160

Obtainable from: Timmy & Tommy



SMB3 PAPER

√ 1P 2P 3P 4P



COOL PAPER



Value: 160
Obtainable from:
Timmy & Tommy



LEMON-LIME PAPER

√ 1P 2P 3P 4P

Value: 160
Obtainable from:
Timmy & Tommy



FOREST PAPER



Value: 160

Obtainable from:
Timmy & Tommy



CRATER PAPER

√ 1P 2P 3P 4P

Value: 160
Obtainable from:
Timmy & Tommy



BUBBLE PAPER

√ 1P 2P 3P 4P

Value: 160

Obtainable from:
Timmy & Tommy



BEJEWELED PAPER

√ 1P 2P 3P 4P

Value: 160
Obtainable from:
Timmy & Tommy



BUTTERCUP PAPER

√ 1P 2P 3P 4P

Value: 160
Obtainable from:
Timmy & Tommy

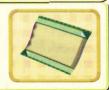


GEOMETRIC PAPER

√ 1P 2P 3P 4P

Value: 160

Obtainable from:
Timmy & Tommy



TARTAN PAPER



Value: 160
Obtainable from:
Timmy & Tommy



SOUTHWEST PAPER

√ 1P 2P 3P 4P

Value: 160

Obtainable from:
Timmy & Tommy



PLAID PAPER



Value: 160

Obtainable from: Timmy & Tommy



NIGHT-SKY PAPER









CHIC PAPER



Value: 160 Obtainable from: Timmy & Tommy



MUSEUM PAPER

1P 2P 3P 4P

Value: 160

Museum

Obtainable from: Only used by



GOLDFISH PAPER



Value: 160 Obtainable from: Timmy & Tommy



POST-OFFICE PAPER

√ 1P 2P 3P 4P

Value: 160 Obtainable from: Only used by Post

Office



HALLOWEEN PAPER

GALLERY PAPER

1P 2P 3P 4P

Value: 160

Obtainable from: Only used by Jack



MELODY PAPER

√ 1P 2P 3P 4P

Value: 500 Obtainable from:

Timmy & Tommy (after the Super T&T

arrives)



√ 1P 2P 3P 4P

Value: 160 Obtainable from: Only used by Redd





Melody Paper Tunes

Impress your friends by using melody paper to create the following songs!



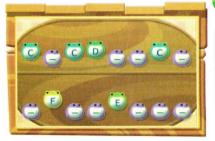
"99 Bottles of Beer"



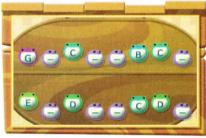
"America the Beautiful 1"



"America the Beautiful 2"



"Happy Birthday to You"



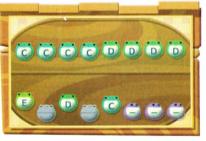
"Auld Lang Syne"



"Hot Cross Buns 1"



"Frère Jacques"



"Hot Cross Buns 2"



"Halloween Theme"



"Mary Had a Little Lamb"





Seashells

Head down to the beach and swipe up some shells to sell for Bells!

PEARL-OYSTER SHELL

√ 1P 2P 3P 4P

Value: 4,800 Obtainable from: Beach



SCALLOP SHELL

√ 1P 2P 3P 4P

Value: 2,400 Obtainable from: Beach



CONCH SHELL

√ 1P 2P 3P 4P

Value: 1400

Obtainable from: Beach



SEA-SNAIL SHELL

√ 1P 2P 3P 4P

Value: 360 Obtainable from: Beach



GIANT-CLAM SHELL

√ 1P 2P 3P 4P

Value: 1.800

Obtainable from: Beach



COWRIE SHELL

√ 1P 2P 3P 4P

Value: 120

Obtainable from: Beach



CORAL

√ 1P 2P 3P 4P

Value: 1,000

Obtainable from: Beach



SAND DOLLAR

√ 1P 2P 3P 4P

Value: 240

Obtainable from: Beach



VENUS-COMB SHELL

√ 1P 2P 3P 4P

Value: 600

Obtainable from: Beach



OYSTER SHELL

√ 1P 2P 3P 4P

Value: 1,800

Obtainable from: Beach



Flowers

Here's a complete listing of every type of flower, with details on where you can score their seeds.





TOTE

Note that certain flowers can only be cultivated as hybrids through crossbreeding. Simply plant the two indicated flowers next to each other, water them each day, and watch as new hybrids begin to grow! It helps to have the Keep Town Beautiful ordinance in effect, too.

RED-TULIP



Value: 160

Obtainable from: Gardenina

Store

ORANGE-TULIP

√ 1P 2P 3P 4P

Value: 960

Obtainable from: Hybrid -From Red and Yellow tulips.



WHITE-TULIP



Value: 160

Obtainable from: Gardenina

Store

WHITE-PANSY

√ 1P 2P 3P 4P

Value: 160

Obtainable from: Gardenina

Store



YELLOW-TULIP

√ 1P 2P 3P 4P

Value: 160

Obtainable from: Gardening

Store

YELLOW-PANSY

RED-PANSY

PURPLE-PANSY

ORANGE-PANSY

√ 1P 2P 3P 4P

Value: 160

Obtainable from: Gardenina



PINK-TULIP

√ 1P 2P 3P 4P

Value: 320

Obtainable from: Hybrid -

From Red and White tulips.



√ 1P 2P 3P 4P

Value: 160

Obtainable from: Gardenina

Store



PURPLE-TULIP

√ 1P 2P 3P 4P

Value: 320

Obtainable from: Hybrid -

From Black and Pink tulips.



1P 2P 3P 4P

Value: 320

Obtainable from: Hybrid -

Two Red Pansys



BLACK-TULIP



Value: 960

Obtainable from: Hybrid -From two Red Tulips.



√ 1P 2P 3P 4P

Value: 320

Obtainable from: Hybrid -From Red and Yellow Pansy.





BLUE-PANSY

√ 1P 2P 3P 4P

Value: 960

Obtainable from: Hybrid -From Two White Pansy.



WHITE-COSMOS

√ 1P 2P 3P 4P

Value: 160

Obtainable from: Gardenina

Store



RED-COSMOS

√ 1P 2P 3P 4P

Value: 160

Obtainable from: Gardenina

Store



YELLOW-COSMOS

1P 2P 3P 4P

Value: 160

Obtainable from: Gardenina

Store



PINK-COSMOS

1P 2P 3P 4P

Value: 320

Obtainable from: Hybrid - From Red and White

Cosmos.

ORANGE-COSMOS

√ 1P 2P 3P 4P

Value: 320

Obtainable from: Hybrid - From Red and Yellow

Cosmos.

BLACK-COSMOS



Value: 960

Obtainable from: Hybrid -From two Red Cosmos.



RED-ROSE

1P 2P 3P 4P

Value: 160

Obtainable from: Gardenina

Store

WHITE-ROSE

√ 1P 2P 3P 4P

Value: 160

Obtainable from: Gardenina



YELLOW-ROSE

√ 1P 2P 3P 4P

Value: 160

Obtainable from: Gardenina

PINK-ROSE

√ 1P 2P 3P 4P

Value: 320

Obtainable from: Hybrid -From Red and White Roses.

ORANGE-ROSE

√ 1P 2P 3P 4P

Value: 320

Obtainable from: Hybrid -From Red and Yellow Roses.



PURPLE-ROSE

1P 2P 3P 4P

Value: 960

Obtainable from: Hybrid -From two White Roses.



BLACK-ROSE

√ 1P 2P 3P 4P

Value: 1,800

Obtainable from: Hybrid -From two Red Roses.



BLUE-ROSE 1P 2P 3P 4P

Value: 10,000

Obtainable from: Hybrid - From Purple and Black

Roses

GOLD-ROSE

√ 1P 2P 2P 4P

Value: 10 000

Obtainable from: Hybrid -Have a black Rose wilt, and water with a Golden watering can.

RFD-CARNATION

√ 1P 2P 3P 4P

Value: 2,000

Obtainable from: Dad on

Father's Day

PINK-CARNATION

√ 1P 2P 2P 4P

Value: 2.000

Obtainable from: Mom on

Mother's Day.

WHITE-CARNATION

√ 1P 2P 2P 4P

Value: 8.000

Obtainable from: Hybrid - From Red and Pink

Carnation.

WHITE-LILY

√ 1P 2P 3P 4P

Value: 160

Obtainable from: Gardening

Store

YELLOW-LILY



Value: 160

Obtainable from: Gardenina

Store

RED-LIIY

√ IP 2P 3P 4P

Value: 160

Obtainable from: Gardenina

Store

ORANGE-LIIY

1P 2P 2P 4P

Value: 320

Obtainable from: Hybrid -From Yellow and Red Lilv.



PINK-LILY

√ 1P 2P 3P 4P

Value: 320

Obtainable from: Hybrid -From White and Red Lilv.



BLACK-LILY

1P 2P 3P 4P

Value: 320

Obtainable from: Hybrid -From two Red Lilvs.



PURPLE-VIOLET

√ 1P 2P 2P 4P

Value: 160

Obtainable from: Gardening

Store



BLUE-VIOLET

√ 1P 2P 2P 4P

Value: 320

Obtainable from: Hybrid



Violets.

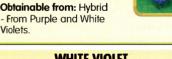
WHITE-VIOLET

√ 1P 2P 2P 4P

Value: 160

Obtainable from: Gardening







YELLOW-VIOLET



Value: 160

Obtainable from: Gardening

Store



Trees and Shrubs

Buy a tree sapling or shrub starter from Leif at the Gardening Store, then start sprucing up your town!

SAPLING



Value: 60

Obtainable from: Gardenina

Store

√ 1P 2P 3P 4P

Value: 120

Obtainable from: Gardening Store (after the TIY arrives)



CEDAR SAPLING



Value: 60

Obtainable from: Gardening

Store

PINK-HYDRANGEA START

BLUE-HYDRANGEA START

√ 1P 2P 3P 4P

Value: 120

Obtainable from: Gardening Store (after the TIY arrives)

HOLLY START



Value: 120

Obtainable from: Gardenina Store (after the TIY arrives)



RED-HIBISCUS START

√ 1P 2P 3P 4P

Value: 5 medals Obtainable from: Island Gift

Shop



PINK-AZALEA START



Value: 120

Obtainable from: Gardenina Store (after the TIY arrives)



Y.-HIBISCUS START

1P 2P 3P 4P Value: 5 medals

Obtainable from: Island Gift

Shop



WHITE-AZALEA START



Value: 120

Obtainable from: Gardenina Store (after the TIY arrives)



SWFFT-OLIVE START

√ 1P 2P 3P 4P

Value: 120

Obtainable from: Gardenina Store (after the TIY arrives)



Fruit

Fruit is delicious, easy to cultivate, and a good source of regular Bells. Note that fruit that doesn't arow naturally in your town is more valuable than everyday fruit.

APPIF

1P 2P 3P 4P

Value: 400 (local)/2.000 (exotic) Obtainable from: Apple tree



LEMON √ 1P 2P 3P 4P

Value: 1.000

Obtainable from: Island tree



ORANGE

√ 1P 2P 3P 4P

Value: 400 (local)/2,000 (exotic) Obtainable from: Orange tree



LYCHEE

√ 1P 2P 3P 4P Value: 1 000

Obtainable from: Island tree



PEAR

√ 1P 2P 3P 4P

Value: 400 (local)/2.000 (exotic) Obtainable from: Pear tree



MANGO

√ 1P 2P 3P 4P

Value: 1.000

Obtainable from: Island tree



PEACH

√ 1P 2P 3P 4P

Value: 400 (local)/2.000 (exotic) Obtainable from: Peach tree



PERSIMMON

√ 1P 2P 3P 4P

Value: 1,000

Obtainable from: Gardening Store (after the T&T Emporium

arrives)



CHERRY

1P 2P 3P 4P

Value: 400 (local)/2,000 (exotic)

Obtainable from: Cherry tree



BANANA

√ 1P 2P 3P 4P

Value: 1.000

Obtainable from: Island tree



COCONUT

√ 1P 2P 3P 4P

Value: 1,000

Obtainable from: Island tree



DURIAN

√ 1P 2P 3P 4P

Value: 1,000

Obtainable from: Island tree



BAMBOO SHOOT

√ 1P 2P 3P 4P

Value: 3,000

Obtainable from: Gardening Store (after the T&T Emporium

arrives





PERFECT APPLE

√ 1P 2P 3P 4P

Value: 2,400 (local)/12000 (exotic)

Obtainable from: Perfect apple



PERFECT PEACH

√ 1P 2P 3P 4P

Value: 2,400 (local)/12000

Obtainable from: Perfect peach tree



PERFECT ORANGE

√ 1P 2P 3P 4P

Value: 2,400 (local)/12000 (exotic)

Obtainable from: Perfect

orange tree



PERFECT CHERRY

√ 1P 2P 3P 4P

Value: 2,400 (local)/12000 (exotic)

Obtainable from: Perfect cherry



PERFECT PEAR

√ 1P 2P 3P 4P

Value: 2,400 (local)/12000

Obtainable from: Perfect pear







Mushrooms

Mushrooms are valuable goods that crop up only during the month of November. Look for them by the base of trees and harvest them to sell for some welcome pre-holiday Bells.

ELEGANT MUSHROOM

√ 1P 2P 3P 4P

Value: 40 000

Obtainable from: Near trees

(only in November)



ROUND MUSHROOM

1P 2P 3P 4P

Value: 800

Obtainable from: Near trees

(only in November)



SKINNY MUSHROOM

√ IP 2P 3P 4P

Value: 1 200

Obtainable from: Near trees

(only in November)



FLAT MUSHROOM

√ 1P 2P 3P 4P

Value: 800

Obtainable from: Near trees (only in November)



RARE MUSHROOM

√ 1P 2P 3P 4P

Value: 64 000 Obtainable from: Near trees

(only in November)



FAMOUS MUSHROOM

1P 2P 3P 4P

Value: 64,000

Obtainable from: Near tree

stumps (rare)



Ore

Give each rock you spot a good whack with a shovel. Sometime rocks will break apart, revealing some precious ore!

GOLD NUGGET

1P 2P 3P 4P

Value: 16.000

Obtainable from: Inside rocks

(smash with a shovel)



SIIVER NUGGET

1P 2P 3P 4P

Value: 12.000

Obtainable from: Inside rocks

(smash with a shovel)



RUBY

√1P 2P 3P 4P

Value: 8 000

Obtainable from: Inside rocks

(smash with a shovel)

SAPPHIRE

1P 2P 3P 4P

Value: 8.000

Obtainable from: Inside rocks

(smash with a shovel)



EMFRALD

1P 2P 3P 4P

Value: 8,000

Obtainable from: Inside rocks

(smash with a shovel)



AMET YST

√ 1P 2P 3P 4P

Value: 8.000

Obtainable from: Inside rocks

(smash with a shovel)





K.K. Slider Tunes

These sweet tracks are all recorded by the great K.K. Slider, musical genius. Look for his albums at Timmy & Tommy's shop, or visit Club LOL on Main Street during Saturday evenings and watch K.K. perform live—you'll receive a free single each time you do!

K.K. CHORALE

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Antique

K.K. FUSION

√ 1P 2P 3P 4P

Value: 3,200 Obtainable from: K.K.

Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Trendy



K.K. MARCH

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Sci-Fi, Toy Shop

K.K. ÉTUDE **√** 1P 2P 3P 4P

Value: 3.200

Obtainable from: K.K.

Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Antique



K.K. WALTZ

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K K Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Fairy Tale, Rustic

K.K. LULLABY

√ 1P 2P 3P 4P

Value: 3.200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Fairy Tale



K.K. SWING

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic, Trendy

K.K. ARIA

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Antique



K.K. JAZZ

1P 2P 3P 4P

Value: 3 200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Trendy



K.K. SAMBA

√ 1P 2P 3P 4P

Value: 3 200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic, Sci-Fi





K.K. BOSSA



Value: 3 200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic, Trendy



Obtainable from: K.K. Slider: Timmy & Tommy lafter the TIY arrives)

1P 2P 3P 4P

Value: 3.200

HHA Theme(s): Trendy



K.K. CALYPSO

√ 1P 2P 3P 4P

Value: 3.200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic



K.K. TANGO

K.K. SKA

√ 1P 2P 3P 4P

Value: 3.200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Antique



K.K. SALSA

1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): None



K.K. FAIRE

√ 1P 2P 3P 4P

Value: 3 200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): None



K.K. MAMBO

√ 1P 2P 3P 4P

Value: 3 200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Sci-Fi



ALOHA K.K.

√ 1P 2P 2P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): None



K.K. REGGAE

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic



LUCKY K.K.

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)







K.K. CONDOR



Value: 3.200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic



K.K. FOLK

√ 1P 2P 3P 4P

Value: 3.200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): None



K.K. STEPPE

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): None



K.K. ROCK

ROCKIN' K.K.

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Trendy



√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): None



√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Trendy



1P 2P 3P 4P

Value: 3.200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic



K.K. SAFARI

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic



K.K. RAGTIME

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic, Sci-Fi, Toy Shop



K.K. GUMBO

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)



THE K. FUNK

√ 1P 2P 3P 4P

Value: 3.200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Trendy



√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Fairy Tale. Trendy



K.K. BLUES

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K K Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic, Trendy

KK D&R

1P 2P 3P 4P

Value: 3.200

Obtainable from: K.K. Slider: Timmy & Tommy

HHA Theme(s): Sci-Fi, Toy Shop, Trendy



SOULFUL K.K.

1P 2P 3P 4P

Value: 3.200

Obtainable from: K K Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Antique, Rustic

K.K. TECHNOPOP

√ 1P 2P 3P 4P

Value: 3.200 Obtainable from: K.K.

Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Sci-Fi, Toy Shop, Trendy



K.K. SOUL

√ 1P 2P 3P 4P

Value: 3 200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Trendy

DJ K.K.

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy

(after the TIY arrives)

HHA Theme(s): Sci-Fi, Toy Shop, Trendy



K.K. CRUISIN'

√ 1P 2P 3P 4P

Value: 3 200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Trendy



ONLY ME

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)





K.K. COUNTRY

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic, Sci-Fi

GO K.K. RIDER

√ 1P 2P 3P 4P Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Sci-Fi. Toy Shop



SURFIN' K.K.

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Trendy



K.K. DIRGE

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Quirky



K.K. BALLAD

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Antique, Rustic

K.K. WESTERN

1P 2P 3P 4P

Value: 3,200 Obtainable from: K.K. Slider: Timmy & Tommy

(after the TIY arrives) HHA Theme(s): Rustic



COMRADE K.K.

√ 1P 2P 3P 4P

Value: 3.200

Obtainable from: KK Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Harmonious

MR. K.K.

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K K Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Quirky, Rustic



K.K. LAMENT

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Harmonious



CAFÉ K.K.

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Antique, Trendy



K.K. PARADE

1 IP 2P 3P 4P

Value: 3 200

Obtainable from: K.K. Slider Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Sci-Fi. Toy Shop



SEÑOR K.K.

1 IP 2P 3P 4P

Value: 3 200

Obtainable from: K K Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic



Value: 3 200 Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY

arrives

HHA Theme(s): Fairy Tale, Trendy

K.K. SONG

1 1P 2P 3P 4P

Value: 3 200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Sci-Fi. Toy Shop



I LOVE YOU

√ 1P 2P 3P 4P

Value: 3.200

Obtainable from: K K Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Fairy Tale



TWO DAYS AGO

1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic, Trendy

MY PIACE

/ IP 2P 3P 4P

Value: 3 200

Obtainable from: K K Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Trendy



FOREST LIFE

/ IP 2P 3P 4P

TO THE EDGE

√ 1P 2P 3P 4P

Value: 3.200

Obtainable from: K K Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Sci-Fi



PONDERING

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Quirky, Trendy



K.K. DIXIE

1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)



STEEP HILL





K.K. MARATHON

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Harmonious



KING K.K.

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Harmonious

K.K. ROCKABILLY

√ 1P 2P 3P 4P

1P 2P 3P 4P

Obtainable from: K.K.

(after the TIY arrives)

Slider: Timmy & Tommy

HHA Theme(s): Harmonious

Value: 3.200

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic

MOUNTAIN SONG



Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic



AGENT K.K.

K.K. RALLY

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Sci-Fi, Toy Shop

MARINE SONG 2001

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Harmonious



√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy



HHA Theme(s): Harmonious

NEAPOLITAN

1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Antique, Trendy



K.K. METAL

1P 2P 3P 4P

Value: 3,200

Obtainable from: K K Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Quirky, Trendy





STALF CUDCAKES

1 1P 2P 3P 4P

Value: 3 200

Obtainable from: KK Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Fairy Tale



1 IP 2P 3P 4P

Value: 3 200

Obtainable from: K K Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Antique, Sci-Fi



SPRING BLOSSOMS

1 IP 2P 3P 4P

Value: 3 200

Obtainable from: K K Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Harmonious



WANDERING

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic



K.K. STROLL

HYPNO K K

/ IP 2P 3P 4P

Value: 3 200

Obtainable from: K K Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Fairy Tale. Trendy



K.K. ISLAND

√ 1P 2P 3P 4P

Value: 3 200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Harmonious, Rustic



K.K. HOUSE

√ 1P 2P 3P 4P

Value: 3.200

Obtainable from: K K Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Trendy



SPACE K.K.

√ IP 2P 3P 4P

Value: 3.200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Sci-Fi. Tov Shop



K.K. SONATA

√ 1P 2P 3P 4P

Value: 3.200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Antique



K.K. ADVENTURE

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Sci-Fi, Toy Shop







1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Harmonious, Rustic



K.K. BAZAAR

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Harmonious, Quirky

K.K. FLAMENCO

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Rustic



K.K. MOODY

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Trendy



K.K. MILONGA

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Antique, Quirky

BUBBLEGUM K.K.

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Fairy Tale, Sci-Fi, Toy Shop



K.K. GROOVE

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Trendy

K.K. SYNTH

√ 1P 2P 3P 4P Value: 3,200

Obtainable from: K.K. Slider: Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Trendy



K.K. JONGARA

√ 1P 2P 3P 4P

Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Harmonious



K.K. DISCO

√ 1P 2P 3P 4P Value: 3.200

Obtainable from: K.K. Slider; Timmy & Tommy

(after the TIY arrives)

HHA Theme(s): Sci-Fi, Toy Shop, Trendy



K.K. BIRTHDAY



Value: 3,200

Obtainable from: K.K. Slider; Timmy & Tommy (after the TIY arrives)

HHA Theme(s): Sci-Fi



Balloons and Pinwheels

Balloons and pinwheels are fun handhelds that can be obtained while exploring the fabulous HH Showcase on Main Street. Enhance your enjoyment of the experience by carrying around these neat little treats.

BUNNY R. BALLOON



Value: 500

Obtainable from: HH Showcase (5 StreetPass)

HHA Theme(s): Toy Shop



BUNNY C. BALLOON

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH
Showcase (5 StreetPass)

HHA Theme(s): Toy Shop



BUNNY O. BALLOON

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (5 StreetPass)

HHA Theme(s): Toy Shop



BUNNY B. BALLOON

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (5 StreetPass)

HHA Theme(s): Toy Shop



BUNNY Y. BALLOON

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (5 StreetPass)

HHA Theme(s): Toy Shop



BUNNY I. BALLOON

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (5 StreetPass)

HHA Theme(s): Toy Shop



BUNNY G. BALLOON

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH

Showcase (5 StreetPass) **HHA Theme(s):** Toy Shop



BUNNY P. BALLOON

√ 1P 2P 3P 4P

Obtainable from: HH Showcase (5 StreetPass)

HHA Theme(s): Fairy Tale,

Toy Shop

Value: 500





0 **RED BALLOON**

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (2 to 3 StreetPass)

HHA Theme(s): Toy Shop



BLUE BALLOON

J 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (2 to 3 StreetPass)

HHA Theme(s): Toy Shop



ORANGE BALLOON

V 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (2 to 3 StreetPass)

HHA Theme(s): Toy Shop



INDIGO BALLOON

J 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (2 to 3 StreetPass)

HHA Theme(s): Toy Shop



YELLOW BALLOON

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (2 to 3 StreetPass)

HHA Theme(s): Toy Shop



PINK BALLOON

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (2 to 3 StreetPass)

HHA Theme(s): Fairy Tale.

Toy Shop



GREEN BALLOON

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (2 to 3 StreetPass)

HHA Theme(s): Toy Shop



HEART R. BALLOON

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (7 StreetPass)

HHA Theme(s): Toy Shop



CYAN BALLOON

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (2 to 3 StreetPass)

HHA Theme(s): Toy Shop



HEART O. BALLOON

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (7 StreetPass)

HHA Theme(s): Toy Shop

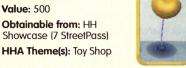


HEART Y. BALLOON



Value: 500

Showcase (7 StreetPass)



HEART P. BALLOON

/ IP 2P 3P 4P

Value: 500 Obtainable from: HH Showcase (7 StreetPass)

HHA Theme(s): Fairy Tale. Toy Shop



HEART G. BALLOON



Value: 500

Obtainable from: HH Showcase (7 StreetPass)

HHA Theme(s): Toy Shop



RED PINWHEEL



Value: 500

Obtainable from: HH Showcase (4 StreetPass)

HHA Theme(s): None



HEART C. BALLOON



Value: 500

Obtainable from: HH Showcase (7 StreetPass)

HHA Theme(s): Toy Shop



ORANGE PINWHEEL



Value: 500

Obtainable from: HH Showcase (4 StreetPass)

HHA Theme(s): None



HEART B. BALLOON

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (7 StreetPass)

HHA Theme(s): Toy Shop



YELLOW PINWHEEL

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (4 StreetPass)

HHA Theme(s): None



GREEN PINWHEEL

HEART I. BALLOON

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (7 StreetPass)

HHA Theme(s): Toy Shop



√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (4 StreetPass)

HHA Theme(s): None





CYAN PINWHEEL



Value: 500

Obtainable from: HH Showcase (4 StreetPass)

HHA Theme(s): None



INDIGO PINWHEEL

√ 1P 2P 3P 4P Value: 500

Obtainable from: HH Showcase (4 StreetPass)

HHA Theme(s): None



BLUE PINWHEEL



Value: 500

Obtainable from: HH Showcase (4 StreetPass)

HHA Theme(s): None



PINK PINWHEEL

√ 1P 2P 3P 4P

Value: 500

Obtainable from: HH Showcase (4 StreetPass)

HHA Theme(s): None



Gyroids

Gyroids are mysterious figurines that have somehow become buried all around town. Use the shovel at dig spots to potentially unearth gyroids, then either sell these odd statues or use them to decorate your home.

MEGA CLANKOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious



√ 1P 2P 3P 4P

Value: 3,312 Obtainable from:

Dig up with a shovel

HHA Theme(s): Harmonious



CLANKOID

1P 2P 3P 4P

Value: 3,312

Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious



SQUAT DINGLOID

TALL CLANKOID

1P 2P 3P 4P

Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s): Antique, Fairy Tale, Harmonious



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MINI CLANKOID

√ 1P 2P 3P 4P

Value: 3.312

Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious



MEGA DINGLOID

√ 1P 2P 3P 4P

Value: 3.312

Obtainable from: Dig up with a shovel

HHA Theme(s): Antique, Fairy Tale, Harmonious





DINGLOID



Obtainable from: Dia up with a shovel

HHA Theme(s): Antique, Fairy Tale, Harmonious



TALL PERCOLOID

√ IP 2P 3P 4P

Value: 3 312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious, Quirky, Rustic

MINI DINGLOID



Value: 3.312 Obtainable from: Dia up with a shovel

HHA Theme(s): Antique, Fairy Tale, Harmonious



MEGA COMBLOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious



WEE DINGLOID



Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s): Antique, Fairy Tale, Harmonious



OOMBLOID

1P 2P 3P 4P

Value: 3 312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious



TALL DINGLOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dia up with a shovel

HHA Theme(s): Antique, Fairy Tale. Harmonious



MINI OOMBLOID

√ 1P 2P 3P 4P

Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious



MEGA PERCOLOID

√ 1P 2P 3P 4P

Value: 3,312

Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious, Quirky, Rustic



TALL OOMBLOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious





RHYTHMOID



Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious



MINI RHYTHMOID



Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious



MEGA PUFFOID



Value: 3,312 Obtainable from:

Dig up with a shovel HHA Theme(s):

Harmonious, Quirky, Sci-Fi



MINI PUFFOID



Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious, Quirky,

Sci-Fi



TALL PUFFOID



Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious, Quirky



MEGA LULLABOID

√ 1P 2P 3P 4P Value: 3.312

Obtainable from: Dig up with a shovel

HHA Theme(s): Antique, Fairy Tale, Rustic



LULLABOID

1 1P 2P 3P 4P

Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s): Antique, Fairy Tale, Rustic



MINI LULLABOID

V 1P 2P 3P 4P

Value: 3,312

Obtainable from: Dig up with a shovel

HHA Theme(s): Antique, Fairy Tale, Rustic



TALL LULLABOID

√ 1P 2P 3P 4P

Value: 3.312

Obtainable from: Dig up with a shovel

HHA Theme(s): Antique, Fairy Tale, Rustic



MEGA SPROID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from:

Dig up with a shovel

HHA Theme(s): Harmonious, Toy Shop



SPROID

1P 2P 3P 4P

Value: 3.312 Obtainable from:

Dig up with a shovel HHA Theme(s): Harmonious, Toy

Shop





MINI SPROID

√ 1P 2P 2P 4P

Value: 3,312 Obtainable from: Dia up with a shovel

HHA Theme(s): Harmonious, Toy

Shop



TALL SPROID

√ 1P 2P 2P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious, Toy

Shop





MEGA BOWTOID

√ 1P 2P 2P 4P

Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s): Toy

Shop



BOWTOID

√ 1P 2P 2P 4P

Value: 3,312

Obtainable from: Dig up with a shovel

HHA Theme(s): Toy

Shop



MINI BOWTOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from:

Dig up with a shovel

HHA Theme(s): Toy Shop



TALL BOWTOID

√ 1P 2P 3P 4P

Value: 3,312

Obtainable from: Dig up with a shovel

HHA Theme(s): Toy

Shop



MEGA TOOTOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Quirky, Toy Shop



TOOTOID

√ 1P 2P 2P 4P

Value: 3 312

Obtainable from: Dig up with a shovel

HHA Theme(s): Quirky, Toy Shop



MINI TOOTOID

√ 1P 2P 2P 4P

Value: 3.312

Obtainable from: Dig up with a shovel

HHA Theme(s): Quirky, Toy Shop





0 **MEGA PLINKOID**

√ 1P 2P 3P 4P

Value: 3,312 Obtainable from: Dia up with a shovel

HHA Theme(s):

Trendy



√ 1P 2P 3P 4P

Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s):

Trendy



MINI PLINKOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from:

Dig up with a shovel HHA Theme(s):

Trendy

0



MEGA DEKKOID

√ 1P 2P 3P 4P

Value: 3 312 Obtainable from: Dig up with a shovel

HHA Theme(s):



DEKKOID

1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Quirky, Toy Shop



MINI DEKKOID

1P 2P 3P 4P

Value: 3.312 Obtainable from: Dia up with a shovel

HHA Theme(s): Quirky, Toy Shop

MEGA BUZZOID

√ 1P 2P 3P 4P

Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s):

Quirky



BUZZOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s):

Quirky



MINI BUZZOID

/ 1P 2P 3P 4P

Value: 3 312 Obtainable from: Dig up with a shovel

HHA Theme(s):

Quirky



TALL BUZZOID

√ 1P 2P 3P 4P

Value: 3,312

Obtainable from: Dig up with a shovel

HHA Theme(s):

Quirky



MEGA DRILLOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Quirky, Trendy

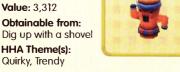


DRILLOID

√ IP 2P 3P 4P

Obtainable from:

HHA Theme(s):



MINI DRILLOID



Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s): Quirky, Trendy



MEGA ECHOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Quirky, Sci-Fi



MINI ECHOID

√ 1P 2P 3P 4P Value: 3,312

Obtainable from: Dia up with a shovel

HHA Theme(s): Harmonious, Sci-Fi



TALL ECHOID

√ IP 2P 3P 4P

Value: 3 312

Obtainable from: Dig up with a shovel

HHA Theme(s): Trendy



MEGA LAMENTOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious, Quirky, Toy Shop



LAMENTOID

1P 2P 3P 4P

Value: 3,312

Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious, Quirky, Toy Shop



MINI LAMENTOID

√ 1P 2P 3P 4P

Value: 3.312

Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious, Quirky,

Toy Shop



TALL LAMENTOID

√ 1P 2P 3P 4P

Value: 3 312

Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious, Quirky, Toy Shop





MEGA STRUMBOID



Obtainable from:

HHA Theme(s): Harmonious



STRUMBOID

1 IP 2P 3P 4P

Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious



MINI STRUMBOID

√ 1P 2P 3P 4P

Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious



TALL STRUMBOID

√ 1P 2P 3P 4P

Value: 3 312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious



MEGA CROAKOID

1P 2P 3P 4P

Value: 3 312 Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious, Quirky,

Rustic



Harmonious, Quirky, Rustic

MINI CROAKOID

Obtainable from:

Harmonious, Quirky,

TALL CROAKOID

√ 1P 2P 3P 4P

Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s):

Harmonious, Quirky, Rustic

MEGA FIZZOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Toy

Shop

MINI FIZZOID

V 1P 2P 3P 4P

Value: 3,312

Obtainable from: Dig up with a shovel

HHA Theme(s): Toy

Shop







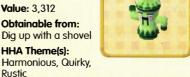




CROAKOID

√ 1P 2P 3P 4P

Obtainable from: Dig up with a shovel

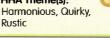


√ 1P 2P 3P 4P



Dig up with a shovel

HHA Theme(s):







MEGA SQUEICHOID



Value: 3,312 Obtainable from:

HHA Theme(s): Toy

Shop



SOUELCHOID



Value: 3.312 Obtainable from:

Dig up with a shovel HHA Theme(s): Toy

Shop



0 MINI SQUELCHOID



Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Tov

Shop



MEGA HOWLOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s):

Quirky



HOWLOID

√ 1P 2P 3P 4P

Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s):

Quirky



MINI HOWLOID

√ 1P 2P 3P 4P

Value: 3 312 Obtainable from:

Dig up with a shovel

HHA Theme(s):

Quirky



MEGA NEBULOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Sci-Fi, Toy Shop.

Trendy



SQUAT NEBULOID

√ 1P 2P 3P 4P

Value: 3,312

Obtainable from: Dig up with a shovel

HHA Theme(s): Sci-Fi, Toy Shop, Trendy



NEBULOID

√ 1P 2P 3P 4P

Value: 3.312

Obtainable from: Dig up with a shovel

HHA Theme(s): Sci-Fi, Toy Shop, Trendy



MINI NEBULOID

√ 1P 2P 3P 4P

Value: 3.312

Obtainable from: Dia up with a shovel

HHA Theme(s): Sci-Fi, Toy Shop, Trendy





TALL NERILLOID



Value: 3 312

Obtainable from Dia up with a shovel

HHA Theme(s): Sci-Fi. Toy Shop.

Trendy



TALL GONGOLD

/ 1P 2P 3P 4P

Value: 3.312 Obtainable from Dia up with a shovel

HHA Theme(s): Harmonious, Quirky



SLIM NERILLOID



Value: 3.312

Obtainable from: Dig up with a shovel

HHA Theme(s): Sci-Fi, Toy Shop. Trendy



MEGA POITERGOID

/ 1P 2P 3P 4P

Value: 3.312 Obtainable from:

Dia up with a shovel

HHA Theme(s): Harmonious Quirky Rustic



MEGA GONGOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dia up with a shovel

HHA Theme(s): Harmonious, Quirky



POITERGOID

1P 2P 3P 4P

Value: 3.312 Obtainable from:

Dia up with a shovel

HHA Theme(s): Harmonious, Quirky, Rustic



GONGOID

√ IP 2P 3P 4P

Value: 3.312 Obtainable from: Dia up with a shovel

HHA Theme(s): Harmonious, Quirky



MINI POLTERGOID

√ 1P 2P 3P 4P

Value: 3 312

Obtainable from: Dia up with a shovel

HHA Theme(s): Harmonious, Quirky,

Rustic



MINI GONGOID

V 1P 2P 3P 4P

Value: 3.312

Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious, Quirky



TALL POLTERGOID

√ 1P 2P 3P 4P

Value: 3,312

Obtainable from: Dig up with a shovel

HHA Theme(s): Harmonious, Quirky, Rustic



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METATOID



Value: 3,312
Obtainable from:
Dia up with a shovel

HHA Theme(s): Harmonious, Quirky,

Rustic



MINI METATOID

√ IP 2P 3P 4P

Value: 3,312
Obtainable from:
Dia up with a shovel

HHA Theme(s): Harmonious, Quirky,

Rustic



MEGA BOVOID

√ 1P 2P 3P 4P

Value: 3,312
Obtainable from:
Dia up with a shovel

HHA Theme(s):
Rustic, Toy Shop



TALL BOVOID

√ 1P 2P 3P 4P Value: 3.312

Obtainable from: Dig up with a shovel

HHA Theme(s): Rustic, Toy Shop



MEGA OBOID

√ 1P 2P 3P 4P

Obtainable from: Dig up with a shovel

HHA Theme(s):

Value: 3.312



√ 1P 2P 3P 4P

Value: 3,312

Obtainable from:

Dig up with a shovel

HHA Theme(s): Harmonious



TALL OBOID

√ 1P 2P 3P 4P

Value: 3,312
Obtainable from:
Dig up with a shovel

HHA Theme(s): Harmonious



MEGA DINKOID

√ 1P 2P 3P 4P

Value: 3,312
Obtainable from:
Dig up with a shovel

HHA Theme(s): Sci-Fi, Trendy



MINI DINKOID

√ 1P 2P 3P 4P

Value: 3,312
Obtainable from:
Dig up with a shovel

HHA Theme(s): Sci-Fi, Trendy



MEGA HARMONOID

√ 1P 2P 3P 4P

Value: 3,312
Obtainable from:
Dig up with a shovel

HHA Theme(s): Sci-Fi, Toy Shop





HARMONOID



Obtainable from: Dia up with a shovel

HHA Theme(s): Sci-Fi. Toy Shop

Value: 3 312



MINI HARMONOID



Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Sci-Fi, Toy Shop



TALL HARMONOID

1P 2P 3P 4P

Value: 3 312 Obtainable from: Dig up with a shovel

HHA Theme(s): Sci-Fi, Toy Shop



TALL DROPLOID

√ 1P 2P 3P 4P

Value: 3 312 Obtainable from: Dig up with a shovel

HHA Theme(s): Sci-Fi, Toy Shop, Trendy



MEGA SPUTNOID

√ 1P 2P 3P 4P

Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s): Sci-Fi, Toy Shop. Trendy



SPIITNOID

/ TP 2P 3P 4P Value: 3 312

Obtainable from: Dig up with a shovel

HHA Theme(s): Sci-Fi. Toy Shop. Trendy



MINI SPIITNOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Sci-Fi, Toy Shop. Trendy



TALL SPUTNOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Sci-Fi, Toy Shop,

Trendy



MEGA ALLOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): None



MINI ALLOID

√ 1P 2P 3P 4P

Value: 3.312

Obtainable from: Dig up with a shovel

HHA Theme(s):

None



TALL ALLOID



Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s)

None



GARGIOID

/ IP 2P 3P 4P

Value: 3.312 Obtainable from Dia up with a shovel

HHA Theme(s): Toy

Shop



MEGA TIMPANOID



Value: 3 312 Obtainable from: Dig up with a shovel

HHA Theme(s):

Antique



MINI GARGIOID

1P 2P 3P 4P

Value: 3 312 Obtainable from: Dia up with a shovel

HHA Theme(s): Toy Shop



TIMPANOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from Dig up with a shovel

HHA Theme(s):

Antique



TALL GARGIOID

1P 2P 3P 4P

Value: 3.312 Obtainable from Dig up with a shovel

HHA Theme(s): Toy Shop



MINI TIMPANOID

√ 1P 2P 3P 4P

Value: 3 312 Obtainable from: Dig up with a shovel

HHA Theme(s): Antique



WARRIOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Toy

Shop





TALL TIMPANOID

√ 1P 2P 3P 4P Value: 3 312

Obtainable from: Dig up with a shovel

HHA Theme(s): **Antique**





MINI WARBLOID

√ 1P 2P 3P 4P

Value: 3 312 Obtainable from:

Dig up with a shovel HHA Theme(s): Toy

Shop





TALL WARBLOID 0



Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s): Toy

Shop



MINI QUAZOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from:

Dig up with a shovel HHA Theme(s):

Trendy



MEGA FREAKOID 0



Value: 3,312 Obtainable from: Dig up with a shovel

HHA Theme(s):

Quirky



TALL QUAZOID

√ 1P 2P 3P 4P

Value: 3.312

Obtainable from: Dia up with a shovel

HHA Theme(s):

Trendy



MINI FREAKOID

√ 1P 2P 3P 4P

Value: 3.312

Obtainable from: Dig up with a shovel

HHA Theme(s):

Quirky



SLIM QUAZOID

√ 1P 2P 3P 4P

Value: 3 312 Obtainable from:

Dia up with a shovel HHA Theme(s):

Trendy



0 MEG QUAZOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from: Dig up with a shovel

HHA Theme(s):

Trendy



MEGA RUSTOID

√ 1P 2P 3P 4P

Value: 3,312 Obtainable from:

Dig up with a shovel

HHA Theme(s):

Harmonious



QUAZOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from:

Dig up with a shovel

HHA Theme(s):

Trendy



RUSTOID

√ 1P 2P 3P 4P

Value: 3.312 Obtainable from:

Dig up with a shovel

HHA Theme(s): Harmonious



MINI RUSTOID

√ 1P 2P 3P 4P

Value: 3,312
Obtainable from:
Dig up with a shovel

HHA Theme(s): Harmonious



MEGA BREWSTOID

√ 1P 2P 3P 4P

Value: 3,312
Obtainable from:

Brewster (work at The Roost)

HHA Theme(s): Antique, Rustic, Trendy



TALL BREWSTOID

√ 1P 2P 3P 4P

Value: 3,312

Obtainable from:
Brewster (work at The Roost)

HHA Theme(s): Antique, Rustic, Trendy



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BREWSTOID

√ 1P 2P 3P 4P

Value: 3,312
Obtainable from:
Brewster (work at The Roost)

HHA Theme(s): Antique, Rustic, Trendy



63

MINI BREWSTOID

√ 1P 2P 3P 4P

Value: 3,312 Obtainable from: Brewster (work at The Roost)

HHA Theme(s): Antique, Rustic, Trendy





Museum Donations

This final showcase reveals all of the artworks and nature specimens that you can donate to Blathers at his Main Street museum. From bugs and fish to artwork and fossils, you'll find every museum donation right here.

UNDERSTANDING THE SECTIONS

Here's how to read each item's section in the Clothing Catalog:

Value: The item's suggested retail value (in Bells). Items typically sell for 1/4 of this value at Re-Tail.

🔂: Indicates that the item is not for sale at any shop.

Location: The place where the item can be found.

Best Appearance: The best time of year that the insect or fish appears (highest probability of seeing it).

HHA Theme(s): The theme(s) that the item belongs to. Not every item belongs to an HHA Theme. See the previous "Home Sweet Home" chapter for details.

Art

Art comes in two styles: paintings and sculptures. Buy art from Redd whenever you see his tent at the plaza. Redd visits almost every week, so check the plaza for his tent daily!

Paintings

DYNAMIC PAINTING



Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique, Harmonious

BASIC PAINTING

1 P 2P 3P 4P

Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique, Quirky



SOLEMN PAINTING



Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique, Quirky



QUAINT PAINTING



Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique



FAMOUS PAINTING

√ 1P 2P 3P 4P

Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique,

Quirky

PERFECT PAINTING



Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique



AMAZING PAINTING



Value: 3,920 Location: Redd (Redd's Gallery)



HHA Theme(s): Antique, Quirky

NICE PAINTING



Location: Redd (Redd's Gallery)

HHA Theme(s): Antique





FINE PAINTING

JOLLY PAINTING

Value: 3,920

Location: Redd

(Redd's Gallery) HHA Theme(s): Antique

Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique



SCARY PAINTING

√ 1P 2P 3P 4P

Value: 3.920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique.

Harmonious



MOVING PAINTING



Value: 3 920

Location: Redd (Redd's Gallery)

HHA Theme(s): Antique

COMMON PAINTING

√ 1P 2P 3P 4P Value: 3.920

Location: Redd (Redd's Gallery)

HHA Theme(s): Antique



PROPER PAINTING

1P 2P 3P 4P

Value: 3 920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique



FLOWERY PAINTING



Location: Redd

(Redd's Gallery)

HHA Theme(s): Antique



WARM PAINTING



Location: Redd (Redd's

Gallery)

HHA Theme(s): Antique



NEUTRAL PAINTING



Value: 3,920

Location: Redd (Redd's Gallery)

HHA Theme(s): Antique



WORTHY PAINTING



Value: 3.920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique, Quirky





CALM PAINTING



Value: 3,920 Location: Redd (Redd's Gallery)



pap dd

MOODY PAINTING



Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique



WISTFUL PAINTING



Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique



SERENE PAINTING

√ 1P 2P 3P 4P

Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique



SCENIC PAINTING

√ 1P 2P 3P 4P

Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique



WILD PAINTING



Value: 3,920

Location: Redd (Redd's

Gallery)

HHA Theme(s): Antique, Harmonious

GRACEFUL PAINTING

√ 1P 2P 3P 4P

Value: 3,920

Location: Redd (Redd's

Gallery)

HHA Theme(s): Antique,

Harmonious

Sculptures

BEAUTIFUL STATUE

√ 1P 2P 3P 4P

Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique,

Quirky



VALIANT STATUE

VIP 2P 3P 4P

Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique,

Quirky



GALLANT STATUE

√ 1P 2P 3P 4P

Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique

Quirky



ROBUST STATUE

1P 2P 3P 4P

Value: 3,920

Location: Redd (Redd's Gallery)

HHA Theme(s): Antique,

Quirky



GREAT STATUE



Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique,

Quirky



ANCIENT STATUE

Value: 3,920 Location: Redd (Redd's Gallery)

HHA Theme(s): Antique,

Quirky



MYSTIC STATUE



Location: Redd (Redd's Gallery)

HHA Theme(s): Antique,

Quirky



MOTHERLY STATUE

Location: Redd (Redd's Gallery)

Value: 3,920

HHA Theme(s): Antique



Insects

Use a net to catch bugs, and this info to find them!

COMMON BUTTERFLY



Value: 360 Location: Around

flowers.

Best Appearance: April 8:00-16:59

(20%)



Value: 880

Location: Around blue, purple, and black flowers.

Best Appearance: June 8:00-15:59 (9%)



YELLOW BUTTERFLY



Location: Around flowers.

Value: 360

Best Appearance:

April 8:00-16:59

(20%)



MONARCH BUTTERFLY

PEACOCK BUTTERFLY

Value: 560 Location: Around

flowers.

Best Appearance: October 8:00-15:59

(33%)



TIGER BUTTERFLY



Value: 640

Location: Around red/pink flowers.

Best Appearance: May & June 8:00-15:59 (12%)





EMPEROR BUTTERFLY



Value: 10,000 Location: Around flowers.

Best Appearance: July/August 4:00–7:59 (4%)



AGRIAS BUTTERFLY



Value: 12,000 Location: Around

flowers.

Best Appearance:

Best Appearance (1% in all months)



RAJA BROOKE



Value: 10,000 Location: In the air above freshwater

above freshwater (rivers, etc.).

Best Appearance:
July through September 16:00–16:59 (2%)

BIRDWING

VIP2P3P4P

Value: 16,000 Location: Around flowers.

Best Appearance: (0.5% in all months)



MOTH

√ 1P 2P 3P 4P

Value: 240
Location: Around

the lit up windows of Re-Tail, The Roost café, and around street lamps.

Best Appearance: June/August

23:00-3:59 (16%)

OAK SILK MOTH

√ IP 2P 3P 4P

Value: 4,800 Location: On trees.

Best Appearance: June through August

23:00–3:59 (2%)



3 HONEYBEE

√ IP 2P 3P 4P

Location: Around

flowers.

Value: 400

Best Appearance: April 8:00–15:59

(12%)



BEE

√ 1P 2P 3P 4P

Value: 10,000 Location: Hidden in trees with bee hives (grab and shake).

Best Appearance:

Anytime



LONG LOCUST

1P 2P 3P 4P

Value: 800

Location: In grassy patches.

Best Appearance: September/October 8:00–15:59 (14%)



MIGRATORY LOCUST

√ 1P 2P 3P 4P **Value:** 2,400

Location: In grassy

patches.

Best Appearance: September/October 8:00–15:59 (10%)



RICE GRASSHOPPER



Value: 1,600 Location: In grassy

patches.

Best Appearance: October 8:00-16:59

(3%)



MANTIS



Location: On flowers

Best Appearance: September through

November 8:00-15:59 (6%)

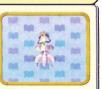
Value: 1,720 20

ORCHID MANTIS

Value: 9,600 Location: On white

flowers.

Best Appearance: November 8:00-15:59 (4%)



BROWN CICADA

Value: 800 Location: On trees.

Best Appearance: July 8:00-15:59

(20%)



60

ROBUST CICADA

Die.



Value: 1,200 Location: On trees.

Best Appearance: July 8:00-15:59

(23%)

GIANT CICADA

V 1P 2P 3P 4P

Value: 2,000 Location: On trees.

Best Appearance:

August 8:00-15:59 (12%)



WALKER CICADA

√1P 2P 3P 4P Value: 1.600

Location: On trees.

Best Appearance:

August 16:00-16:59

(8.5%)



EVENING CICADA

√ 1P 2P 3P 4P

Value: 2,200 Location: On trees.

Best Appearance: July 17:00-18:59

(37%)



CICADA SHELL

√ 1P 2P 3P 4

Value: 400

Location: On trees.

Best

Appearance: (2% in

all months)



LANTERN FLY

√ 1P 2P 3P

Value: 7,200 Location: On trees.

Best Appearance:

June through August 23:00-7:59 (3%): June 17:00-18:59 (3%)





RED DRAGONFLY



Value: 320

Location: Anywhere other than above salt water (the sea).



Best Appearance:

October 16:00-16:59 (46%)

PONDSKATER

Value: 520

Location: On the

surface of lakes and ponds.

Best Appearance: June 17:00-18:59 (10%)



DARNER DRAGONFLY



Value: 1,800

Location: Anywhere other than above salt water (the sea)



Best Appearance:

June 16:00-16:59 (11%)

Value: 3,200 Location:

Best Appearance: June 8:00-16:59

(2%)

In rivers.



BANDED DRAGONFLY



Value: 18,000

Location: Anywhere other than above salt water (the sea).



Best Appearance: August 8:00-16:59 (2%)

STINK BUG

Value: 480

Location: On trees. **Best Appearance:** (1% in all months)



PETALTAIL DRAGONFLY



Value: 32,000 Location: Anywhere other than above salt water (the sea).



Best Appearance:

ANT

SNAIL

Value: 1,000 Location: On bushes and shrubs (only on

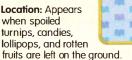
rainy days). **Best Appearance:** June 4:00-7:59 (15%)



17:00-18:59 (0.5% in all months)

CRICKET

Value: 320 **Location:** Appears when spoiled



Best Appearance: Anytime

Value: 520

Location: In grassy patches.

Best Appearance:

October 19:00-22:59

(35%)



BELL CRICKET

1P 2P 3P 4P Value: 1,720

Location: In grassy patches.

Best Appearance:

September 19:00 through the next day 3:59 (25%)



BAGWORM

J IP 2P 3P 4F Value: 1,200

Location: On trees (shake them).

Best Appearance:

November 8:00-18:59 (15%)



GRASSHOPPER



Value: 640 Location: In grassy

patches.

Best Appearance: September 8:00-16:59 (11%)



LADYBUG

1P 2P 3P 4F

Value: 800 Location: On flowers

Best Appearance: March/April 8:00-15:59 (12%)



Value: 1,120 Location: Hidden in

dirt; dig up with a shovel.

Best Appearance:

November through April (all day) (3%)

VIOLIN BEETLE

Value: 1.040 Location: On tree stumps.

Best Appearance:

June 4:00-18:59 (4%): September through October 4:00-15:59 (4%): November 8:00-15:59

WALKING LEAF

MOLE CRICKET

Value: 2,400 Location: On trees.

Best Appearance: July 16:00-16:59 (1%): August through September 8:00-16:59 (1%)



Dit

WALKINGSTICK



Value: 2,400 Location: On trees

Best Appearance: September

through November

4:00-7:59 (3%): 17:00-18:59 (3%)

LONGHORN BEETLE

√ 1P 2P 3P 4P

Value: 1.040 Location: On tree stumps.

Best Appearance:

July through August 23:00-7:59 next day (5%)



TIGER BEETLE



Value: 32,000

Location: In grassy patches.

Best Appearance:

8:00-18:59 (0.5% in all months)





DUNG BEETLE

Location: Next to snowballs.

23:00-7:59 the next



SCARAB BEETLE

Value: 24,000

Location: On trees.

Best Appearance: 23:00-7:59 the next day

(2% in all months)



WHARF ROACH

1P 2P 3P 4P

Value: 800 Location: On the beach

Best Appearance: (all day) in June through September (1%)

JEWEL BEETLE

Value: 9,600

Location: On trees. **Best Appearance:** 16:00-16:59 (3% in all months)

200

HERMIT CRAB

Value: 4,000 Location: Only found on the tropical island (never in town).

Best Appearance: 19:00-7:59 the next day (3%)

MIYAMA STAG

Value: 4,000

Location: On trees. **Best Appearance:**

August 4:00-7:59



FIREFLY

Value: 1,200

Location: In the gir above freshwater (rivers, etc.).

Best Appearance: 19:00-22:59 (59.5%)

Value: 8.000 Location: On trees.

Best Appearance: August 4:00-7:59 (5%)



FRUIT BEETLE

Value: 400

Location: On trees.

Best Appearance: July 19:00-7:59

the next day (15%);

August 23:00-7:59 the next day (15%)

GIANT STAG

SAW STAG

Value: 40,000 Location: On trees,

Best Appearance: 23:00-7:59 the next

day (2%)

200



RAINBOW STAG



Location: On trees. **Best Appearance:** 19:00-7:59 the next day

(1% August)



HORNED ELEPHANT

Value: 32,000

Location: On palm trees

Best Appearance:

August 4:00-7:59



CYCLOMMATUS



Value: 32,000 Location: On palm trees.

Best Appearance: August 4:00-7:59 (2%)



HORNED HERCULES

Value: 58,000

Location: On palm trees.

Best Appearance: 17:00-7:59 the next day (0.5% August)



GOLDEN STAG

Value: 48,000 Location: On palm

trees.

Best Appearance: 17:00-7:59 the next day (0.5% August)



GOLIATH BEETLE

√ 1P 2P 3P 4P

Value: 24,000 Location: On palm

trees.

Best Appearance: July 19:00-3:59 the next day (2%);

August 19:00-7:59 the next day (2%)

HORNED DYNASTID



Value: 5,400 Location: On trees.

Best Appearance: 23:00-7:59 the next day

(7% in all months)



FLEA

√ IP 2P 3P

Value: 280 Location: On neighbors walking

outside.

Best Appearance:

June through August (all day) (1%)

HORNED ATLAS



Value: 32,000 Location: On palm

trees

Best Appearance: August 19:00-22:59

(2%)



PILL BUG

Value: 1,000

Location: Hidden under rocks (smack with a shovel).

Best Appearance:

November through March (all day) (15%)













MOSQUITO

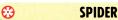


Value: 520

Location: In the air. **Best Appearance:**

August 17:00-18:59

(21%)



√ 1P 2P 3P 4P Value: 1,200

Location: On trees.

Best Appearance:

April through May

17:00-7:55 the next

day (9%); May 4:00-7:59/17:00-18:59 (9%);

September 4:00-7:59 (9%)

FLY

Value: 240 Location: Around

rafflesia and spoiled turnips and trash left on the ground.

Best Appearance: Anytime

TARANTULA

√ 1P 2P 3P 4P Value: 32,000

Location: On grass and dirt.

Best Appearance: 19:00-3:59 the next

day (0.5% August)

HOUSE CENTIPEDE

Value: 1,000 Location: Hidden under rocks (smack with a shovel).

Best Appearance: September 19:00-22:59 (3%)

SCORPION

Value: 32,000 Location: On grass

and dirt. **Best Appearance:**

19:00-3:59 next day (0.5% July -September)



CENTIPEDE

Value: 1,200

Location: Hidden under rocks (smack with a shovel).

Best Appearance:

January through February 16:00-22:59

(5%)



Fish

In addition to the fish that you catch with a rod, the museum's fish exhibit also includes the deep-sea catches that you can nab while swimming with a wet suit on.

Rod Catches



















BIR

POPEYED GOLDFISH



Location: In rivers.

Value: 5,200 AUD **Best** Appearance:

May through early September (day) (2%)

FROG

1P 2P 3P **Value: 480**

Location: In ponds.

Appearance:

August (all day) (10%)



ma

Bats.

(3) KILLIFISH



In ponds. Best Appearance: June (day) (5%)

90 DER

FRESHWATER GOBY

Value: 1,200

Location: In rivers

Rest Appearance:

October through March (night) (5%)

CRAWFISH



Best Appearance: April (day) (13%)



LOACH



April (day) (21%)



SOFT-SHELLED TURTLE



Location: In rivers.

Best

September (night) (5%)

Value: 15,000 Appearance:

CATFISH

EEL

Value: 3,200

Location: In lakes.

Best

Appearance:

Early September (night) (16%)

2000

TADPOLE



Value: 400 Location: In ponds.

Best Appearance: (5% March - July)



Value: 8.000

Location: In rivers.

Appearance: July (night) (12%)



1900

CHAPTER 14: MUSEUM DONATIONS

GIANT SNAKEHEAD

√ P P P Value: 22,000

Location: In lakes.

Best Appearance: (2% June - Sep.)



BLUEGILL

√ (IP 2P 3P 4P) **Value:** 480

Location: In rivers.

Best Appearance:

June through early September (day)/ October through November (day) (10%)

YELLOW PERCH

√ IP 2P 3P 4P Value: 960

Location: In rivers.

Best Appearance:

November through February (day) (8%)

BLACK BASS

√ 1P 2P 3P 4P Value: 1,200

Location: In rivers.

Best Appearance:

August (morning and evening) (16%)

PIKE

Value: 7,200

Location:

Best Appearance:

(1% in all months)

POND SMELT

Value: 1,200

Location: In rivers.

Best Appearance:

January through February (morning, evening, and day) (39%)

SWEETFISH

√ IP 2P3P4P Value: 3.600

Location: In rivers.

Best

Appearance: July

(morning and evening) (16%)

CHERRY SALMON

√ 1P 2P 3P 4P

Value: 4,000 Location: In rivers

Best

Appearance:

October (morning and evening) (11%)

(3)

CHAR

√ (P) 2P 3P 4P **Value:** 15,200

Location: In waterfalls.

Best

Appearance:

March through April/October (morning and evening) (8%)

(3)

RAINBOW TROUT

√ (P) (2P) (3P) (4P) **Value:** 3,200

Location: In rivers.

Best

Appearance:

October (morning and evening) (11%)







STRINGFISH

1P 2P 3P 4

Value: 60,000 Location:

In rivers **Best**

Appearance: (1% September)



SALMON

Value: 2,800

Location: Sea (early

Septemberl/River (late September)



KING SALMON

Value: 7.200 Location:

Sea (early September)/River (late September)

Best Appearance: Early September (sea; all day) (6%)

MITTEN CRAB

Value: 4.000 Location:

In rivers.

Appearance:

October through November (night) (5%)

GUPPY

Value: 5.200 Location:

In rivers. Best



NIBBLE FISH

Value: 6,000 Location: In rivers.

Best Appearance:

June through early September (day) (2%)

ANGELFISH

Value: 12,000 Location: In rivers

Best Appearance:

June through early September (morning, evening, and night) (2%)

NFON TFTRA

Value: 2,000

Location: In rivers **Best**

Appearance:

June through early September (day) (3%)

PIRANHA

Value: 10 000

Location: In rivers

Best

Appearance:

June through early September (day) (3%)

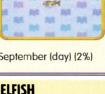
AROWANA

Value: 40,000

Location:

In rivers. Rest

Appearance:











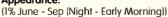












100

885

DORADO



Value: 60,000

Location: In rivers

Best Appearance:

June through September (morning and

evening) (2%)



GAR



Value: 24.000

Location: In lakes

Best

Appearance: (1% June - Sep (Night - Early

Morning))

ARAPAIMA





40,000

Location: In rivers.

Best Appearance: (1% July - Sep (Night -

Early Morning))



SADDLED BICHIR



Value: 16,000 Location:

In rivers

Best Appearance:

(1% June - September

(Night))



SEA BUTTERFLY

Value: 4.000 Location: In the sea.

Best

Appearance:

January (night) (12%)



SEA HORSE

Value: 4,400 Location: In the sea.

Best

Appearance: Late September (day and night) (9%)

CLOWNFISH



Value: 2,600 Location: In the sea.

Best Appearance:

May through June (night)/July through early August (all day) (8%)

SURGEONFISH

April through August (all day) (2%)



BUTTERFLYFISH

Value: 4.000 Location:

Best

In the sea. Appearance:

May through June (night) (8%)





NAPOLEONFISH



Value: 40,000

Location: In the sea.

Appearance:

(1% July -August)



BARRED KNIFEJAW

Value: 20,000

Location: In the sea.

Appearance: November (all day) (5%)



ZEBRA TURKEYFISH



Value: 1.600 Location: In the sea.

Best

Appearance:

Late August (morning and evening) (12%)

MA

55

Value: 800 Location:

In the sea.

Best Appearance:

Year round (night) (25%)



BLOWFISH

Value: 500 Location: In the sea.

Best **Appearance:** (5% Winter (Night))

RED SNAPPER

SEA BASS

Value: 12,000 Location: In the sea.

Appearance: All year (all day) (8%)



PUFFER FISH

Value: 960

Location: In the sea. Best

Appearance:

August (day and night) (12%)

Best

DAB

Value: 1,200 Location: In the sea.

Best

Appearance:

January (day)/February (morning, evening, and night)/December (morning and evening) (14%)



HORSE MACKEREL

RA

Value: 600

Location: In the sea. **Best**

Appearance: March (day) (30%)



OLIVE FLOUNDER

Value: 3 200

Location: In the sea.

Best

Appearance:

January (day)/February and December

(all day) (8%)

CHAPTER 14: MUSEUM DONATIONS



MORAY EEL

Value: 8,000

April (night) (14%)

Location: In the sea.

Best Appearance: (2% in all months)



RIBBON EEL

Value: 2,400

Location: In the sea Best

Appearance:

Island only (all day) (5%)

FOOTBALL FISH

Value: 10,000

Location: In the sea.

Best

Appearance:

January through February (night) (8%)

TUNA

Value: 28,000

Location: In the sea

Best Appearance:

February (morning, evening, and day) (4%)

BLUE MARLIN

Value: 40,000

Location: In the sea.

Appearance:

July/August (end)/

September (end) (all day) (2%)

GIANT TREVALLY

Value: 18,000

Location: In the sea.

Best Appearance:

Island only (day) (2%)

RAY

Value: 12,000 Location: In the sea.

Appearance:

(1% in all months)

Best

OCEAN SUNFISH

Value: 16,000

Location: In the sea.

Best

Appearance: July through August (day) (2%)







HAMMERHEAD SHARK



Value: 32,000

Location: In the sea

Best Appearance: (1% in all months)

OARFISH

Best Appearance: (1% in all months)



COELACANTH



Value: 60,000 Location: In the ocean when it is raining.

Best

Appearance: All year (night) (2%)

SHARK

Value: 60,000 Location:

In the sea.

Best Appearance: June through early August/late September (3%)

SAW SHARK



Value: 48.000 Location:

In the sea.

Appearance: (1% in all months)



Deep-Sea Catches

識

SFAWFFD

Value: 800

Location: In the deep sea.

Best

Appearance:

March through May (day) (20%)

WHALE SHARK



Value: 52,000 Location:

In the sea.

Best

Appearance: Island only (all day) (1%)



SEA GRAPES

Value: 2,400

Location: In the deep sea.

Best

Appearance:

August (morning, evening, and day) (15%)









SEA URCHIN

Value: 3,200

Location: In the deep sea.

Best

Appearance:

Early August (day) (15%)



施

EAR SHELL

Value: 1,200

Location: In the deep sea.

Best

Appearance:

May (night) (10%)



ACORN BARNACLE

Value: 800 Location: In the deep sea.

Appearance:

June through August

CLAM

Value: 1,200 Location: In the deep sea.

Best

Appearance: January (day) (13%)

Best

(morning, evening, and day) (10%)

OYSTER

pag

Value: 1,600 Location: In the deep sea.

Best Appearance:

November through December (day) (15%)

PEARL OYSTER

Value: 6,400

Location: In the deep sea.

Appearance: January (day) (12%)

TURBAN SHELL

Bid.

Value: 1,200 Location: In the deep sea.

April through May/August (night) (10%)

SER.

BM

SCALLOP

Value: 4,000

Location: In the

deep sea.

Best Appearance: November through January (all day) (7%)

SFA ANFMONE

Location: In the deep sea.

Appearance: January through July/late September through October (all day); November through December (morning,



ABALONE

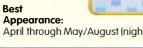
Value: 1.600

Location: In the deep sea.

Best

Appearance:

May through early September (night) (7%)















SFA STAR

Value: 600

deep sea.

Best

Location: In the

Appearance:

Location: In the



Appearance: January through July/late September through October (all day); November through December (morning, evening, and day) (6%)

SEA CUCUMBER

SWFFT SHRIMP

Value: 2.600

Location: In the deep sea.



Appearance: October through December (night) (10%)



TIGER PRAWN

Value: 6,400

Location: In the deep sea.

Rest



Best





BAR.

Appearance:

Late September (night) (5%)

SEA SLUG

January through March (all day) (6%)



Location: In the deep sea. **Best**

Appearance:

November through April (all day) (6%)

SPINY LOBSTER

Value: 12.000 Location: In the

deep sea.

Best Appearance:

October through December (night) (5%)

FLATWORM

BB



Location: In the deep sea.

Best Appearance: 13% in all months)



LOBSTER

Value: 10,000 Location: In the

deep sea. Best

date:

200

Appearance:

May (all day)/ December (morning, evening, and day) (5%)



MANTIS SHRIMP



Location: In the deep sea.



Best

Appearance: March through April/early September

(night) (8%)

SNOW CRAB



Value: 16,000 Location: In the

deep sea. **Best**



Appearance: December through February

(morning and evening) (5%)

(3)

HORSEHAIR CRAB



Value: 16,000 Location: In the deep sea.



Best

Appearance: December through February

(morning and evening) (5%)



SPOTTED GARDEN EEL

Value: 2,400

Location: In the deep sea.



Appearance:

Island only (day) (10%)



加斯

Bill



RED KING CRAB



Value: 24,000 Location: In the deep sea.



Best Appearance:

December through February (morning and evening) (5%)

63

CHAMBERED NAUTILUS



Location: In the deep sea.

Best

Appearance: Island only (day) (10%)

everiling) (3

SPIDER CRAB



Value: 40,000 Location: In the deep sea.

Best Appearance: (4% in all months)



(3)

HORSESHOE CRAB

√ IP 2P 3P 4P

Value: 6,000 Location: In the deep sea.

Best

Appearance:

August through early September (night) (5%)



GIANT ISOPOD



Value: 36,000 Location: In the deep sea.

Best Appearance: Island only (all day) (4%)



OCTOPUS

Ball

Value: 4,800

Location: In the deep sea. **Best**

Appearance:

(Night) (3% in all months)











Fossils

Shovel up the ground at dig spots and you just might unearth a long-lost fossil. Bring fossils to Blathers at the museum, and he'll identify them for you. Now you just need to decide between donating it or selling it to your friends at Re-Tail!

T. rex Set

Tricera Set



Value: 24.000 Location: Underground (dig spot)

HHA Theme(s): Quirky



TRICERA SKULL

Value: 22,000

Location: Underaround (dia spot) HHA Theme(s):

Quirky



T. REX TORSO

Value: 22.000 Location: Underground (dig spot)

HHA Theme(s): Quirky



TRICERA TORSO

Value: 20,000 Location: Under-

ground (dig spot) HHA Theme(s):

Quirky



T. REX TAIL

Value: 20,000 Location: Underground (dig spot)

HHA Theme(s): Quirky



TRICERA TAIL

Value: 18,000 Location: Underground (dig spot)

HHA Theme(s): Quirky



Mammoth Set

MAMMOTH SKULL

Value: 12,000

Location: Underground (dig spot)

HHA Theme(s): Quirky



MAMMOTH TORSO

V 1P 2P 3P 4P

Value: 10,000

Location: Underground (dig spot)

HHA Theme(s): Quirky



Ankylo Set

ANKYLO SKULL

Value: 14,000 Location: Under-

ground (dig spot) HHA Theme(s): Quirky



ANKYLO TORSO

Value: 12,000 Location: Underground (dig spot)

HHA Theme(s): Quirky



ANKYLO TAIL

1P 2P 3P 4P Value: 10,000

Location: Underground (dig spot)

HHA Theme(s): Quirky



Apato Set

APATO SKULL

Value: 20,000 Location: Underground

(dig spot) HHA Theme(s): Quirky



APATO TORSO

Value: 18,000

Location: Underground (dig spot)

HHA Theme(s):

Quirky

APATO TAIL

Value: 16,000

Location: Underground (dig spot)

HHA Theme(s):

Quirky



Dimetrodon Set

DIMETRODON SKULL

Value: 22,000 Location: Underground (dig spot)

HHA Theme(s): Quirky

DIMETRODON TORSO

Value: 20,000 Location: Underground (dig spot)

HHA Theme(s): Quirky



DIMETRODON TAIL

Value: 18,000 Location: Underground (dig spot)

HHA Theme(s):

Quirky







Iguanodon Set

Pachy Set

IGUANODON SKULL



Location: Underaround (dia spot)

HHA Theme(s): Quirky



PACHY SKULL

1P 2P 3P 4P

Value: 16,000 Location: Underground (dig spot)

HHA Theme(s):

Quirky



IGUANODON TORSO



Value: 14,000 Location: Underground (dig spot)

HHA Theme(s): Quirky



PACHY TORSO

√ 1P 2P 3P 4P

Value: 14,000 Location: Underground (dig spot)

HHA Theme(s):

Quirky



IGUANODON TAIL

√ 1P 2P 3P 4P

Value: 12,000 Location: Underground (dig spot)

HHA Theme(s):

Quirky



Value: 12,000 Location: Underground (dig spot)

HHA Theme(s):

Quirky



Sabertooth Set

SABERTOOTH SKULL



Value: 10,000 Location: Underground (dig spot)

HHA Theme(s):

Quirky



Parasaur Set

PACHY TAIL

PARASAUR SKULL

Value: 14,000 Location: Under-

ground (dig spot) HHA Theme(s):

Quirky



SABERTOOTH TORSO



Value: 8,000 Location: Underground (dig spot)

HHA Theme(s):

Quirky



PARASAUR TORSO

Value: 12.000 Location: Underaround (dia spot)

HHA Theme(s):

Quirky



CHAPTER 14: MUSEUM DONATIONS

PARASAUR TAIL



Location: Underground (dig spot)

HHA Theme(s):

Quirky



😯 DIPLO TAIL

√ P 2P 3P 4 **Value:** 18,000

Location: Underground (dig spot)

HHA Theme(s):

Quirky



Diplo Set

DIPLO SKULL

Value: 20.000

Location: Underground (dig spot)

HHA Theme(s): Quirky



Plesio Set

PLESIO SKULL

Value: 16,000 Location: Under-

ground (dig spot)
HHA Theme(s):

Quirky

DIPLO NECK



Location: Underground

(dig spot) **HHA Theme(s)**: Quirky



PLESIO NECK



Value: 18,000 Location: Underground (dig spot)

HHA Theme(s):

Quirky



DIPLO CHEST



Location: Underground

(dig spot)

(3)

HHA Theme(s): Quirky



PLESIO TORSO

√ 1P 2P 3P 4P

Value: 18,000 Location: Underground (dig spot)

HHA Theme(s):

Quirky



Stego Set

DIPLO HIP



Value: 16,000 Location: Underground (dig spot) HHA Theme(s): Quirky



STEGO SKULL

√1P2P3P4P

Value: 20,000 Location: Underground (dig spot)

HHA Theme(s): Quirky





STEGO TORSO





STEGO TAIL



Location: Underground (dig spot)

HHA Theme(s):

Quirky



Ptera Set

PTERA SKULL



Value: 16,000 Location: Under-

ground (dig spot)
HHA Theme(s):
Quirky



PTERA LEFT WING



Value: 18,000

Location: Underground

(dig spot)

HHA Theme(s): Quirky



PTERA RIGHT WING



Value: 18,000

Location: Underground

(dig spot)

HHA Theme(s): Quirky



Ichthyo Set

ICHTHYO SKULL

√ IP 2P 3P 4P **Value**: 10.000

Location: Underground (dig spot)

HHA Theme(s):
Quirky



S ICHTHYO TORSO

√1P 2P 3P 4P

Value: 8,000 Location: Underground (dig spot)

HHA Theme(s):

Quirky



Raptor Set

RAPTOR SKULL

√1P 2P 3P 4P

Value: 12,000 Location: Underground (dig spot)

HHA Theme(s):

Quirky



RAPTOR TORSO

√ 1P 2P 3P 4P

Value: 10,000 Location: Underground (dig spot)

HHA Theme(s):

Quirky



Styraco Set

STYRACO SKULL

√ P 2P 3P P Value: 14,000

Location: Underground (dig spot)

HHA Theme(s):

Quirky



STYRACO TORSO



Value: 12.000 Location: Underaround (dia spot)

HHA Theme(s):

STYRACO TAIL



Location: Underground (dig spot)

HHA Theme(s):

Quirky

Quirky

Megacero Set

MEGACERO SKULL

Value: 18,000 Location: Underaround (dia spot) HHA Theme(s):

Quirky



MEGACERO TORSO

Value: 14,000 Location: Underground (dig spot)

HHA Theme(s): Quirky



Spino Set

SPINO SKULL



Value: 16,000 Location: Underaround (dia spot)

HHA Theme(s): Quirky



MEGACERO TAIL

Value: 12,000 Location: Underground (dig spot)

HHA Theme(s):

Quirky



SPINO TORSO



Location: Underaround (dia spot)

HHA Theme(s):

Quirky



SPINO TAIL



Location: Underaround (dia spot)

HHA Theme(s):

Quirky



Archelon Set

ARCHELON SKULL

Value: 16.000

Location: Underground

(dig spot)

HHA Theme(s): Quirky



ARCHELON TORSO



Value: 14,000 Location: Underground (dig spot)

HHA Theme(s): Quirky





Other Fossils







Location: Underground (dig spot)

HHA Theme(s):

None



DINOSAUR TRACK



Value: 4,000 Location: Under-

ground (dig spot) HHA Theme(s):

None



AMMONITE



Value: 4,400 Location: Underground (dig spot)

HHA Theme(s):

None



ARCHAEOPTERYX



Value: 5,200 Location: Underground (dig spot)

HHA Theme(s):

None



COPROLITE



Value: 4,400 Location: Under-

ground (dig spot) HHA Theme(s):

None



PEKING MAN

√ 1P 2P 3P 4P

Value: 4,400 Location: Underground (dig spot)

HHA Theme(s):

None



DINOSAUR EGG



Location: Underground (dig spot)

HHA Theme(s):

None



Value: 4,000 Location: Underground (dig spot)

HHA Theme(s):

None



FERN FOSSIL



Value: 4,000

Location: Underground (dig spot)

HHA Theme(s):

None



TRILOBITE

SHARK TOOTH



Value: 5,200 Location: Underground (dig spot)

HHA Theme(s):

None



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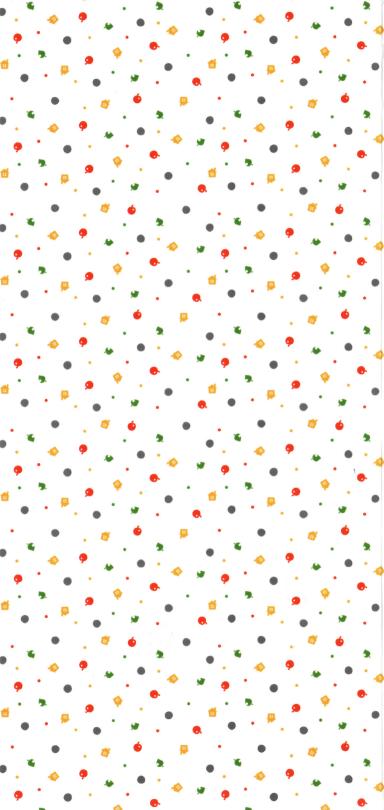
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